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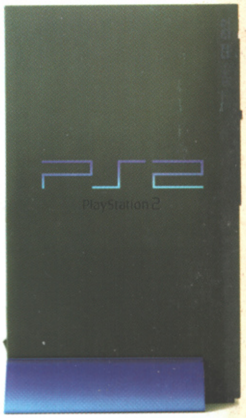
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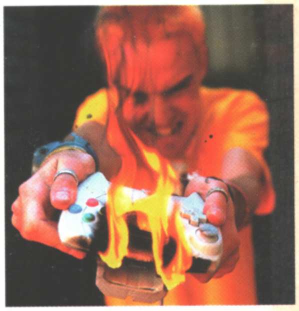

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The young Lara reveals all – only in Computer and Video Games. Find out her deepest secrets for yourself

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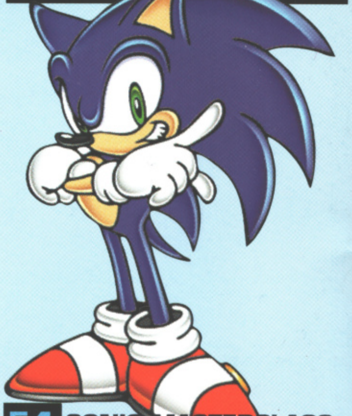
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The young Lara reveals all – only in Computer and Video Games. Find out her deepest secrets for yourself

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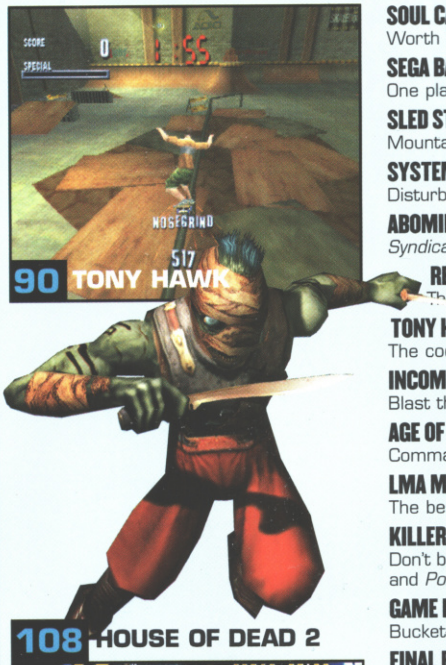
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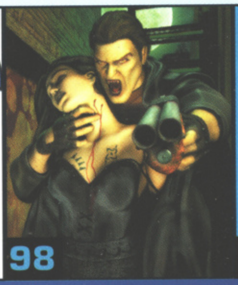
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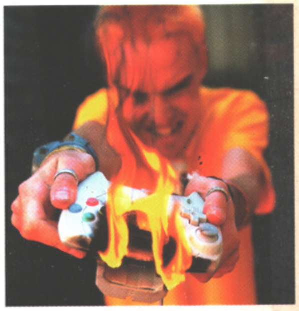

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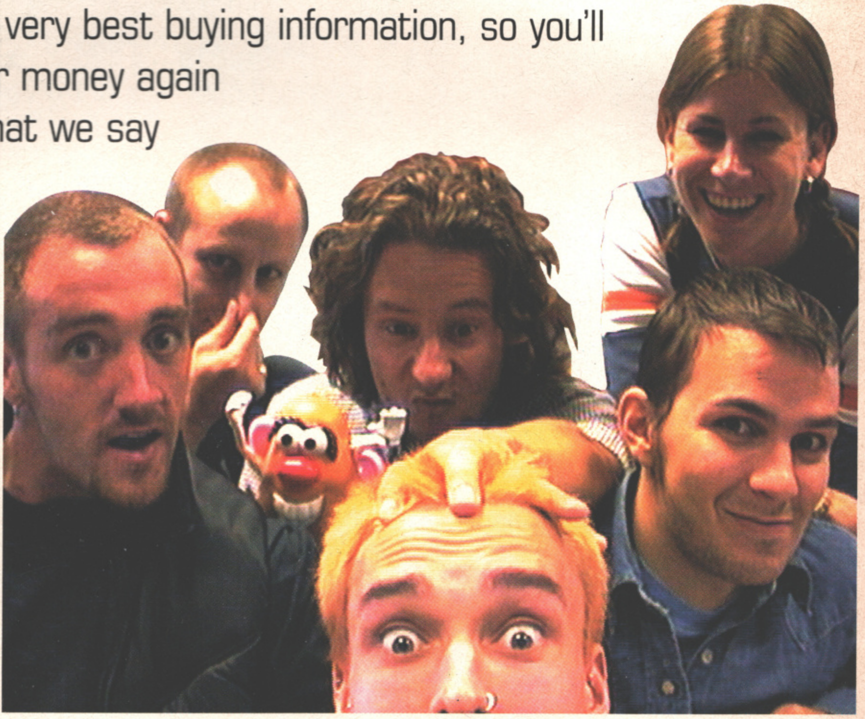

MEET THE TEAM...

Who produces the mag and their most played games this month

Join us online at www.computerandvideogames.com

ROOOOOAARRRR!
- House Of The Dead 2
- Tony Hawk
- Quake 2

MAD DOG DAVIES
- Pokémon
- Quake 3 Arena
- Soul Calibur

P. BISCUIT EATER
- Quake 3 Arena
- Nocturne
- System Shock 2

LEX HASSLEHOFF
- Tony Hawk
- Ready 2 Rumble
- Madden 2000

MY LITTLE TONY
- Tony Hawk
- Wipeout 3
- Ready 2 Rumble

HOW MANY DAN...
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- Ready 2 Rumble
- Driver

5 FOR THE ROAD
- Soul Calibur
- Quake 3 Arena
- House Of The Dead 2

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Lara returns for some death on the Nile

TOM
THE LA

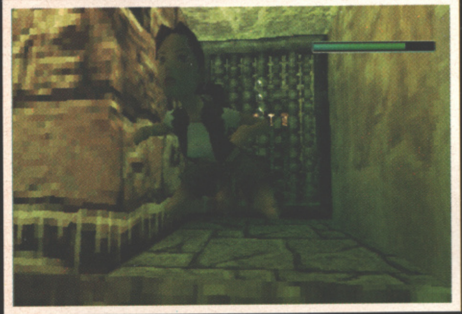
Stop your praying and prepare for playing. Lara's back and has answered your prayers with the mother of adventures. She'll take you on a rip-roaring, revelation-packed ride from the innocence as a 16-year-old to her glory days as the gun-toting explorer who always gets her relic. You'll learn more about Lara than ever before – which is just as well since this will be her last PlayStation adventure. Don't miss out, it's essential reading.

B RAIDER:
ST REVELATION

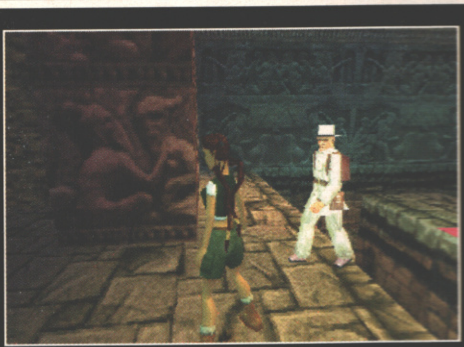
WORDS&SCREENSHOTS: ALEX HUHTALA

TEENRAIDER

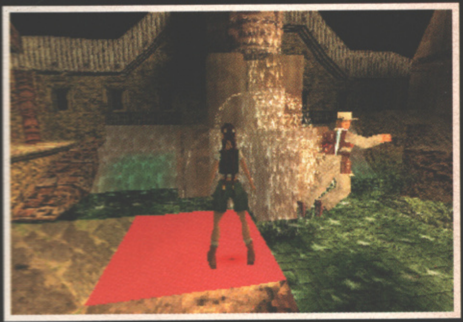
Lara returns to our screens like you've never seen her before. The game starts in 1984 with a 16-year-old Lara venturing into a remote part of Cambodia with her mentor Professor Werner Von Croy. Here we learn more about Lara's past, including how she comes into possession of a rather familiar backpack. Importantly, the level also gives new players a chance to learn the controls.



We played around with putting the young Lara in the corners of rooms to try and get a good picture of her face, but in the end, throwing her in the deep end allowed us to get a close up



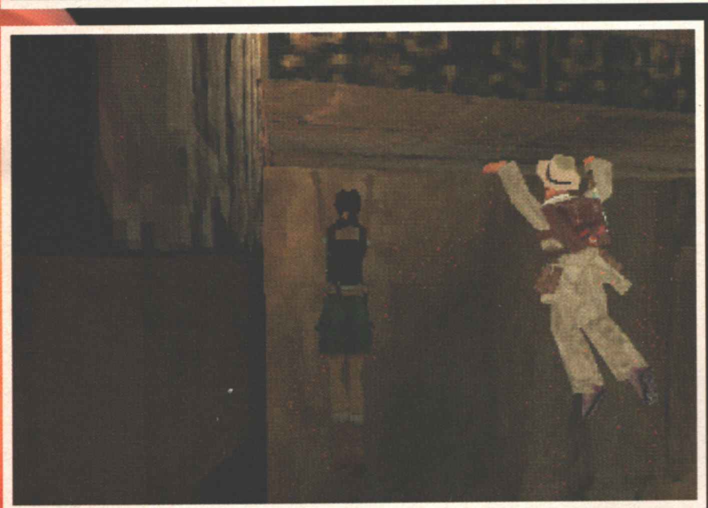
Von Croy looks the explorer type, but he's a bit slow on his feet. He's too busy chatting the whole time, that's why. Telling Lara about the surroundings and the thrill of exploring



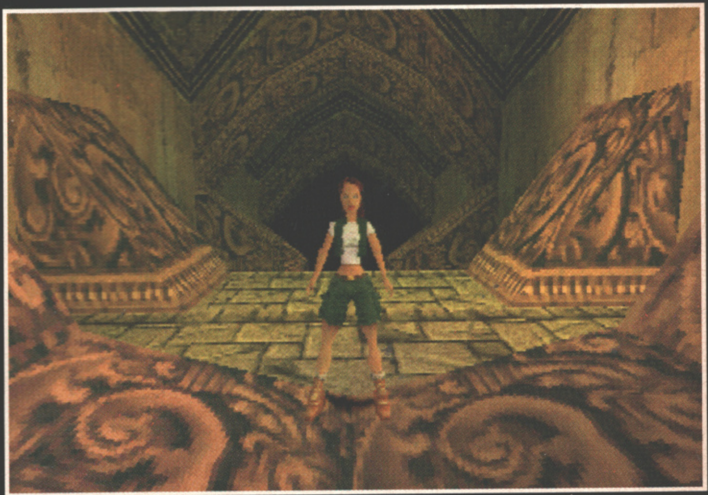
Von Croy proves he's still got plenty of energy by demonstrating all the moves available to Lara first, before you get to try and use them. We wish he'd fall on his face, just once

SWEETSIXTEEN

Von Croy instructs the young Lara through Cambodia, telling her where to go, how to jump and what buttons to press. Besides the familiar existing moves like jumping, crawling and climbing you'll also learn what new abilities Lara will use for the latest adventure. The level ends with Lara separated from her mentor, paving the way for the main game to start.



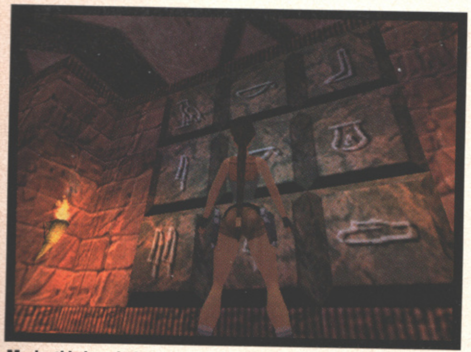
You can stand around and listen to Von Croy if you want, but there's actually a race in the latter part of the level. If you want a good head start you can leave the old guy at any point



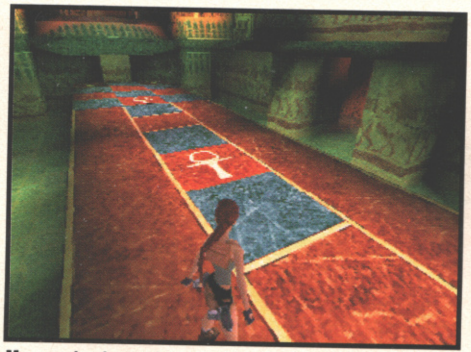
Pigtails and a new outfit show how different the young Lara is on the surface. Please note, although she looks cute now, her appearance may still change in the final game

THE SETUP

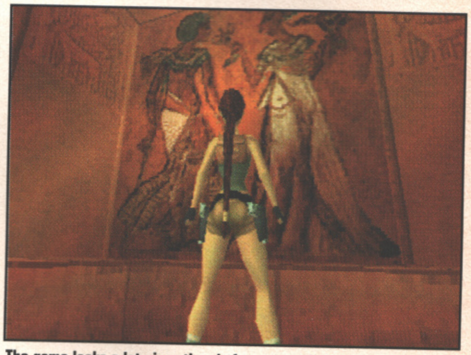
It could be the end of the world if Lara can't save us in time. Unwittingly she unleashes an ancient Egyptian god from his tomb, endangering mankind. She'll need to be fast on her feet to make sure the evil Set is returned to whence he came. It sounds easy, but add the usual mix of puzzles plus a mysterious adversary who is constantly pursuing Lara and you've got the recipe for a brand new adventure.



Maybe this inscription on the wall will help Lara solve a puzzle. You won't run around without a clue, any keys you find are for use on the same level and usually close to where they're needed



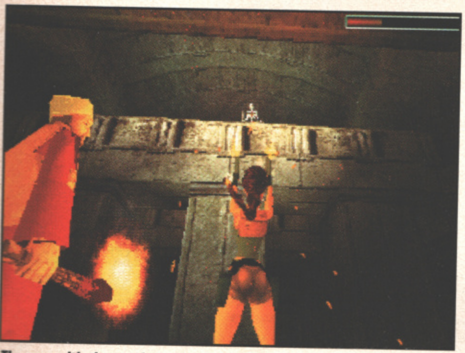
More puzzles that won't look familiar to anyone who's been following the series. *Tomb Raider 4* promises a return to what made the original game so great – but they say that every time



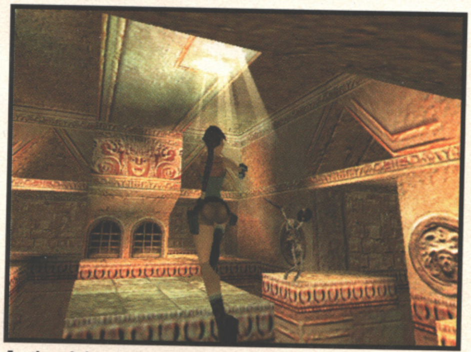
The game looks a lot nicer than before, not only the rooms and tombs that you enter, but the art on the walls can be quite nice too. Looks like Lara's seen something that takes her fancy

KISSCHASE

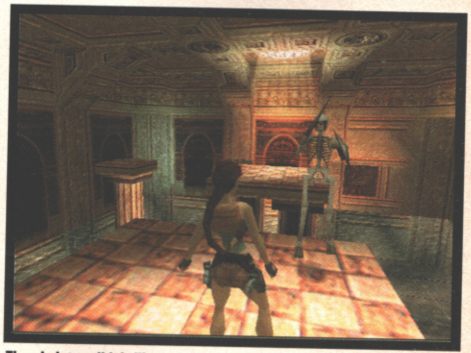
In the previous *Tomb Raider* games Lara would walk into a room and her weapons would automatically lock-on to the nearest enemy. This time, that's changed. Lara has to search for the targets, but with enemy boasting improved AI it could be tougher than before. There won't be safe spots to shoot from, as enemies will chase Lara, jumping across platforms and following her every move.



The guy with the torch won't harm Lara, he's just there to light the way in a puzzle, but that skeleton overhead could be difficult to beat, especially as you need to shoot it in the head to kill it



Another skeleton who's a little closer this time. Shooting the body is no good, but if you don't have time to aim, you could always try pushing him off the platform. It's a long drop below

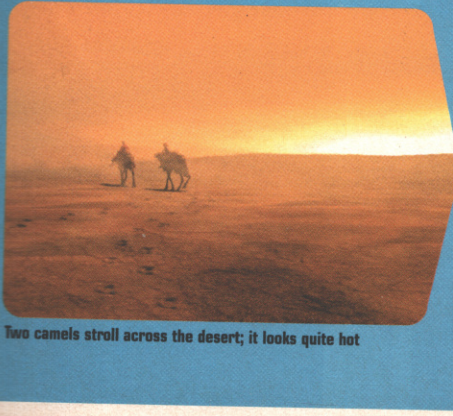


The skeleton didn't like being shot from a distance so he's come to have a closer look. The platforms haven't slowed his progress, he's jumped the gap and could prove quite a handful up close

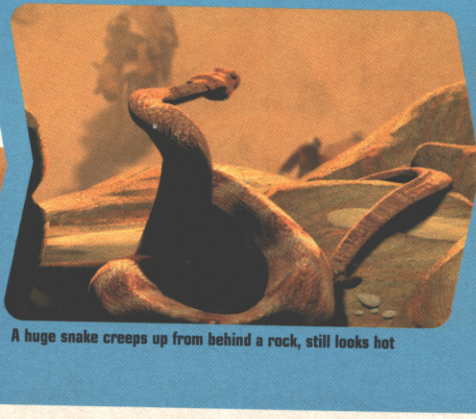
> ***"Enemies will chase Lara, jumping across***

THE MOVIE

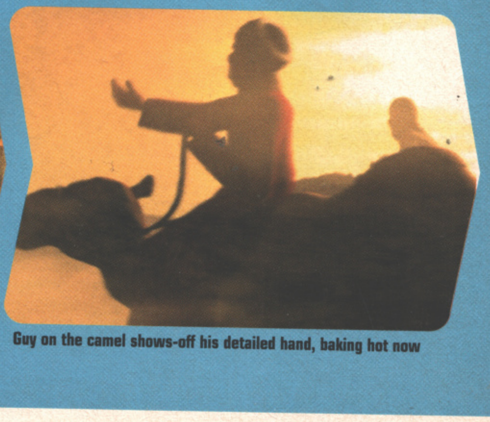
The Last Revelation is more reliant on a storyline than any previous *Tomb Raider*. There are 20 minutes worth of cut scenes and FMV sequences to move the narrative along. With the game's developers hinting that this game contains elements of what to expect in a next-generation *Tomb Raider*, could scenes like this become playable in the next game?



Two camels stroll across the desert; it looks quite hot



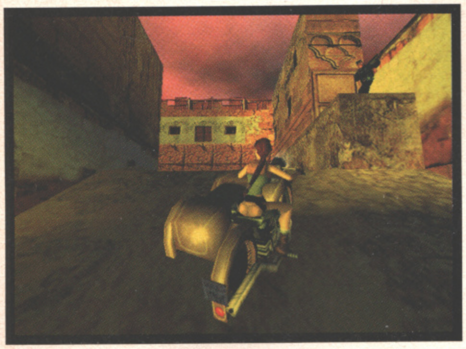
A huge snake creeps up from behind a rock, still looks hot

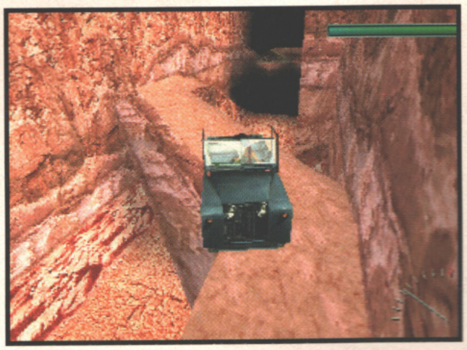


Guy on the camel shows-off his detailed hand, baking hot now

TOURIST TRAP

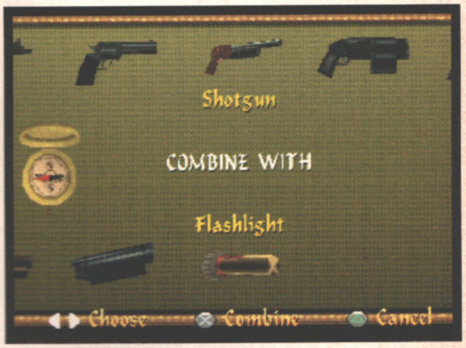
Maybe the current passport fiasco has had an effect on Lara's globetrotting. In this game her feet are stuck firmly in Egypt, with levels set in and around Alexandria, Cairo, Giza, Karnak and the Valley of the Kings.


Want to know which vehicles Lara's let loose on this time? The first is a very fast motorbike with sidecar...


The second is a jeep that paves the way for a high speed chase, there's also a level set entirely on a train

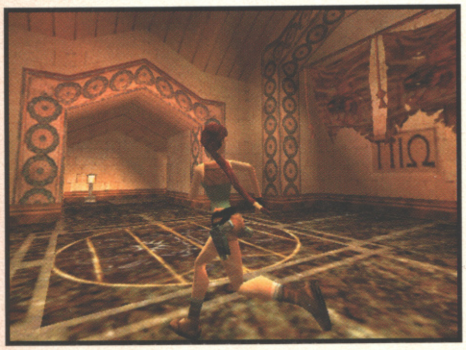
ONE I MADE EARLIER

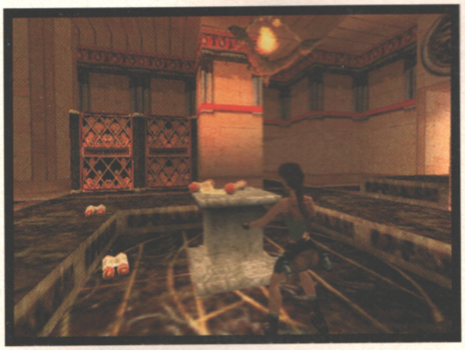
The inventory system has also been reworked. Rather than select one object or weapon at a time, Lara can now combine objects. New objects like laser sights and a torch can be attached to weapons, making them more useful. Broken artefacts Lara finds can be made whole by combining the parts, forming a key.

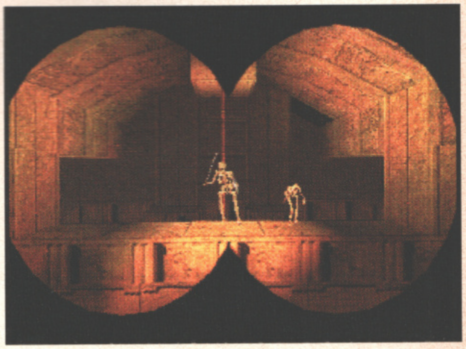


CHANGING TOMBS

Some traditional elements from the series have either been removed or reworked for this outing. Gone are the push and pull blocks, replaced by more ornate objects like urns.


Lara will help you out by looking at small items you may miss in a room. Keep an eye on what she's looking at and go investigate; it beats playing the same level for months, we suppose


She's having a good tug on that stone table, and making quite a mess of the scrolls in the process. We quite liked the old push and pull blocks anyway, at least they were easy to find


Another new item are some handy binoculars. Not only can you see what's happening in the distance, but they're useful for reading inscriptions on the walls, that will help with puzzles

ss platforms and following her every move”

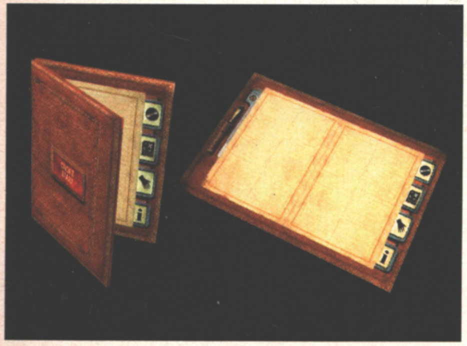
Some water, it's cooling down now. Oh, some vehicles too

Bad things going down, looks like he's going to get his piece out

Look, we don't know what's going on, you'll just have to play it!

A FEW OF OUR FAVORITE THINGS

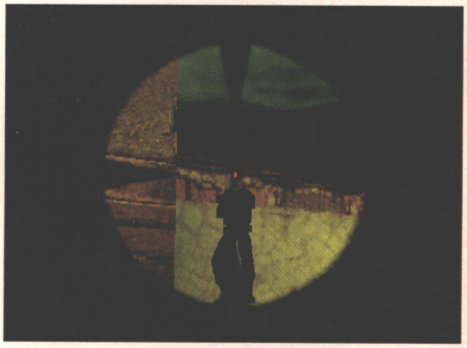
A lot's changed for the fourth game in the series, and they seem to be changes for the better. Here's some of our favourite improvements; some of the others are still secret.



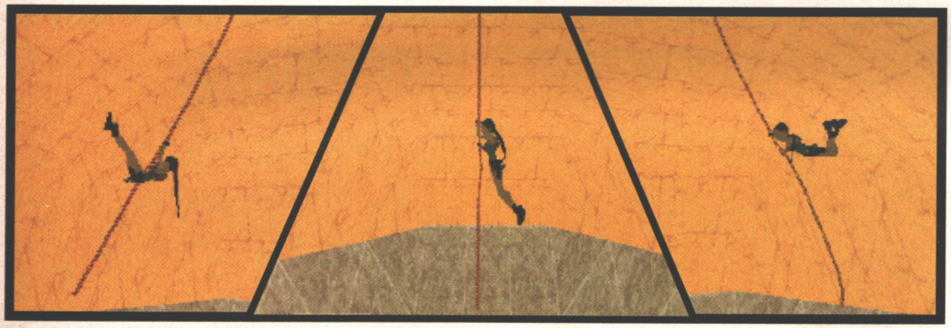
LARA'S DIARY
As Lara continues on her quest she'll fill her diary with information. Useful inscriptions will be noted, maps drawn and if you get stuck you can look up clues, although there's a penalty if you do this too often. The diary is also a scrapbook of Lara's past, with pictures of her family and friends, plus details of her previous adventures

SKELETONS
An awesome enemy for Lara to deal with, except how do you kill what does not live? The majority of enemies will have similar moves to Lara, which means if you run away from a fight, they'll do a good job of chasing you

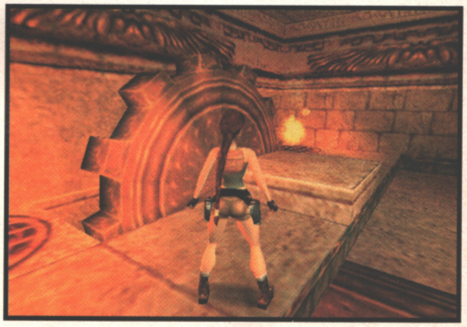
FRIENDS AND ENEMIES
How do you make an action game more gripping? Add characters you care about. Two men from Lara's life appear: one is Von Croy, the other Jean-Yves an old friend, who appears several times



CROSSBOW
A new weapon to play with; pick it up and the action switches to a first person view. Now target your enemies and fire away. Strap on a laser sight and it becomes even more impressive, allowing you to zoom in on your enemies from quite a distance. With weaponry like this, they haven't got a chance

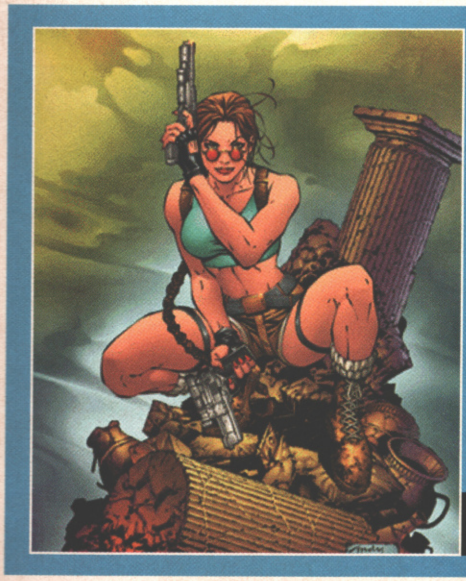


ROPES
Not only can Lara now climb up poles, but there's also plenty of rope dangling about for her to grab hold of and start swinging... There is a purpose to this, it allows Lara to reach areas she couldn't get to before, but it takes a bit of practice to learn how to dismount properly. This could be a hair-pulling moment



SWITCHES
No simple buttons to press anymore, now they come in lots of different styles: pressure pads and big wheels to name a few

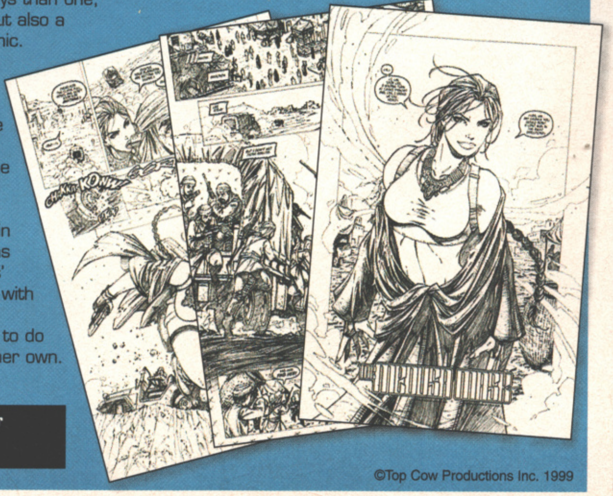
> "If you get stuck you can look up clues"



Lara looks good, but is that her ponytail or an umbilical cord?

READ ALL ABOUT IT

Lara's back in more ways than one, not only with a game but also a brand new monthly comic. Published by American company Top Cow Productions, *Tomb Raider* the comic will be hitting import stores in November. Featuring the on-going adventures of Lara, who has already enjoyed some success in this field. Last Christmas saw her top the comics' chart with her team-up with the popular character Witchblade. Expect her to do the same this year on her own.



©Top Cow Productions Inc. 1999

We Reckon

The Last Revelation is shaping up to be a return to the roots for Lara, with some nice additions to the formula and plenty of variety in the puzzles. Egypt is the perfect setting to let Ms. Croft run loose, we look forward to tagging along soon.

WARNING: THE WORLD IS IN YOUR PAWS!

AMAZING!
TAKE COVER!
STATION A TRIPLE A TITLE

"Milk-licking, cheese-nibbling, cartoon-inspired gaming excellence" - *Total 64*

90%

rat attack™

"One of the most decidedly wacky games to descend on your Playstation... it's going to knock multiplayer arcade gaming back into orbit" - *Play*

FEATURING: FAST, FURIOUS, FELINE FREEDOM FIGHTERS ON A MISSION TO ERATICATE A PLAGUE OF RAMPAGING RODENTS READY TO TAKE OVER THE PLANET

- Manic 3D rat-catching action for 1-4 players
- 50+ Action packed levels
- Choose from 8 Scratch Cats
- Kill the rats in many different ways with lava pits, laser beams, lawnmowers and much more
- Face 8 awesome bosses

"Stunning... Unique and fun from the outset" - *Total Playstation*

PlayStation NINTENDO 64 MINDSCAPE pure

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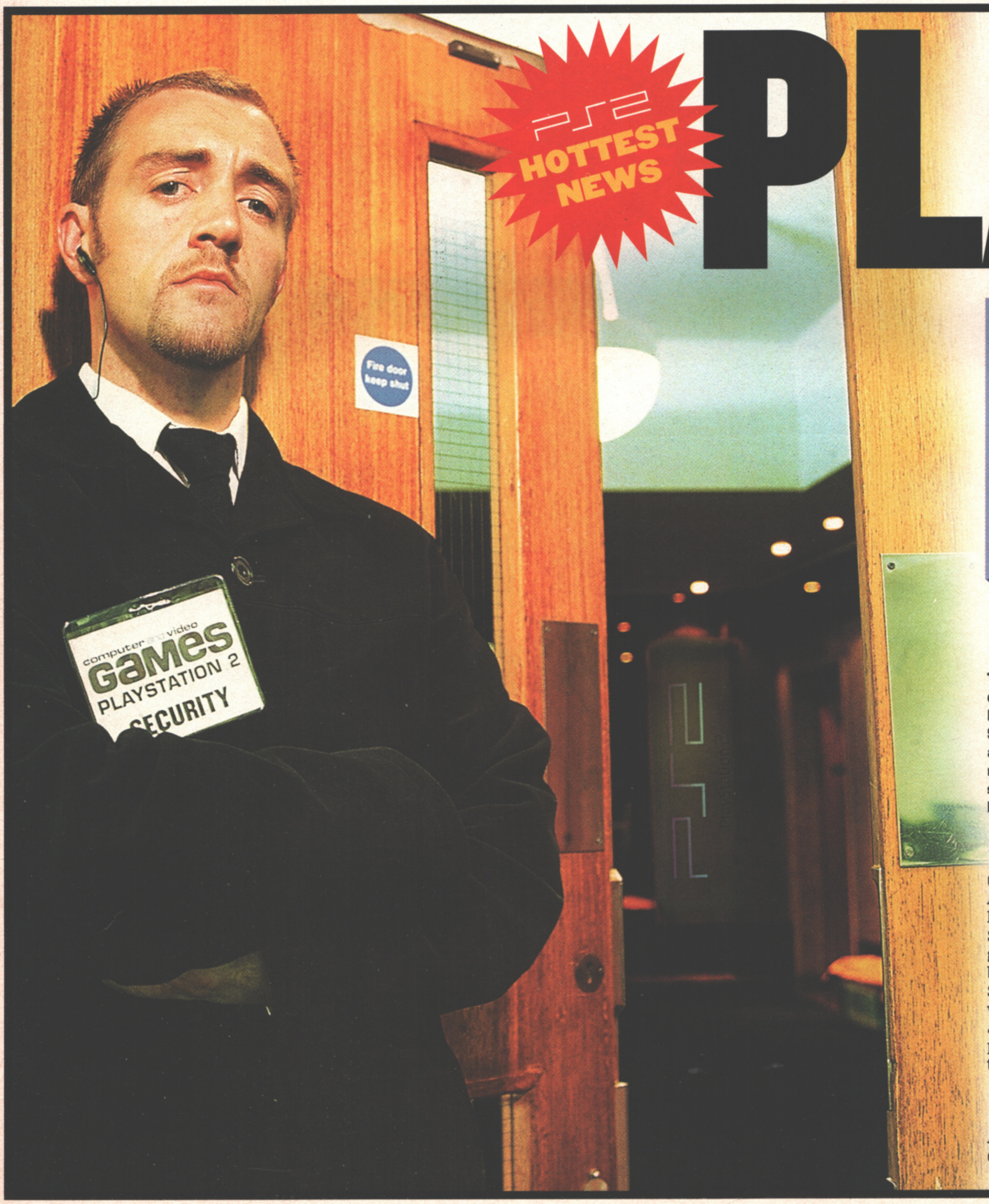
www.ratattack.com

A BREEDING NIGHTMARE!

SCOOP!



PLAY

FACTS AT A GLANCE

RELEASE: **4 MARCH 2000: JAPAN. LATE 2000: REST OF THE WORLD**
COST: **39,800 YEN (£240)**
INCLUDES: **1 DUAL SHOCK 2 CONTROLLER, 1 HIGH CAPACITY MEMORY CARD**
FEATURES: **DVD, AUDIO CD, BACKWARD COMPATIBLE**

By PAUL DAVIES

THE FACE of gaming is set to change forever when the awesome PlayStation 2 hits shops next year. Sony has finally unveiled its amazing new system and it's much, much more than just a slick box of super-powerful tricks delivering beautiful graphics like never before.

NOT A PC HYBRID

Gaming alone is no longer enough. According to Sony, the future is now known as Computer Entertainment. So the new PlayStation isn't just a games console, nor a PC hybrid. It's both a Computer Entertainment System and a digital AV Product, which roughly means it's gone digital *and* interactive. Together, that promises to deliver a whole lot more than just games.

FUTURE-PROOFED

An impressive seven different types of interface show how PlayStation 2

HANDHELDS HOT UP
Game Boy Advanced Vs. NeoGeo. p24

ROGUE SPEAR
Rainbow Six sequel. p32

BATTLEZONE 2
Explosive action on your PC. p39

THEME PARK WORLD
Create your own chunder city. p44

YSTATION 2

For your eyes only – the first ever pictures of Sony's revolutionary new console

has been future-proofed to exploit new and developing technologies well into the next decade.

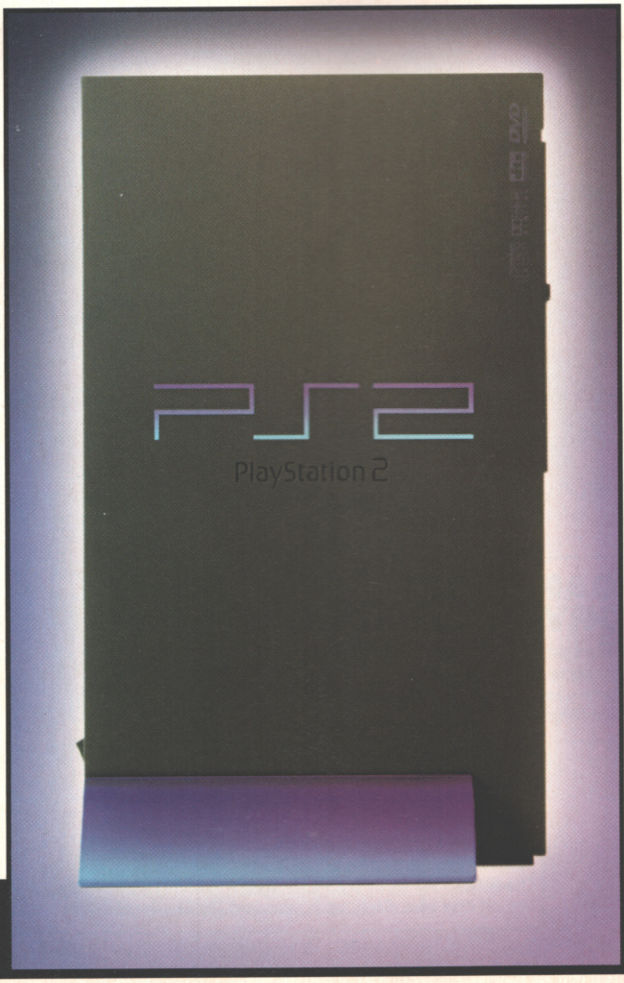
So, besides listening to audio CDs and playing DVD movies, it will ultimately also connect to phone, mobile and cable modems to enable users to get online electronic digital input and connect to the internet – though PlayStation 2 could make that type of entertainment virtually obsolete, according to Sony.

NETWORKED DIGITAL ENTERTAINMENT

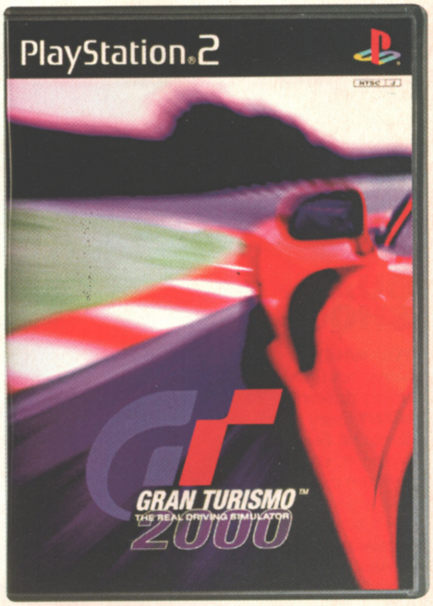
By 2001, Sony will introduce the Networked Digital Entertainment Market. PlayStation 2 expansion modules will enable access to private 'e-distribution' servers for secure transmission of all types of digital content, which would then be stored on a hard drive. So players won't have to go to the shops to buy games anymore – they can download them. It may also mean interactive digital TV and possibly downloading videos and music too, as well as networked PlayStation 2 gaming.

GOOD VALUE

And all that from a system which starts at a price of around £250 – the same price as the original in 1994. But the proof of the pudding will be after the first weekend in March in Japan. Will Sony shift the one million consoles it expects to?



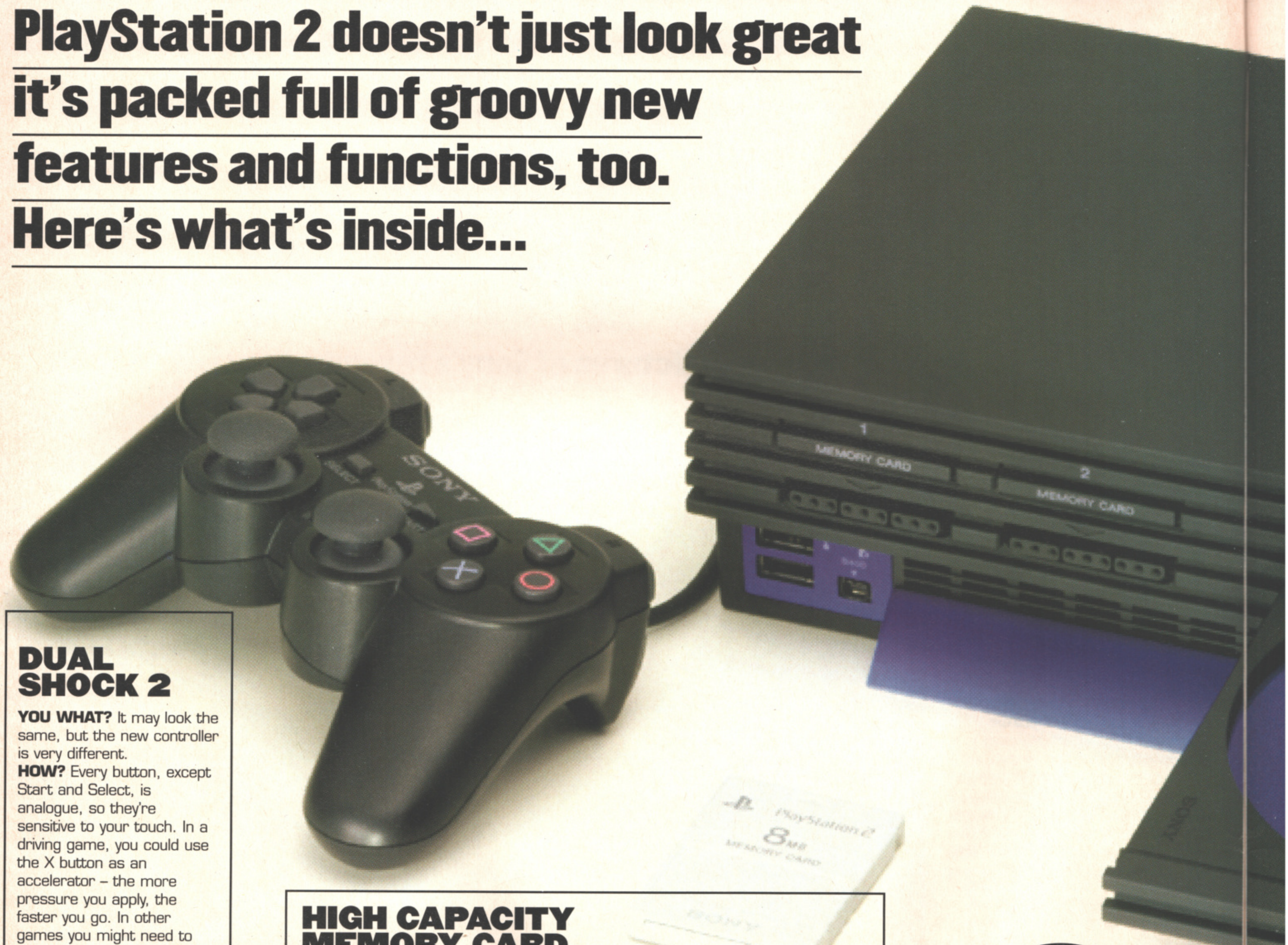
This is what PlayStation 2 looks like for real. More like a set-top box than a current console, don't you think?



There are already over 100 games in development for PlayStation 2. Turn over the page to see what's on offer

INSIDE THE WON

PlayStation 2 doesn't just look great it's packed full of groovy new features and functions, too. Here's what's inside...



DUAL SHOCK 2

YOU WHAT? It may look the same, but the new controller is very different.
HOW? Every button, except Start and Select, is analogue, so they're sensitive to your touch. In a driving game, you could use the X button as an accelerator – the more pressure you apply, the faster you go. In other games you might need to handle items with care. The many possibilities include voice recognition. You can also use the existing Dual Shock with PlayStation 2, since all peripherals are forward compatible.

HIGH CAPACITY MEMORY CARD

YOU WHAT? Eight times the current PlayStation memory card storage capacity.
HOW? It's been upped to 8Mb. Sony has also included some special features, like the ability to store your personal details to use as an ID card, secured through technology called Magic Gate.

BLUE DISC, SILVER DISC

YOU WHAT? PlayStation 2 disks come in two flavours – blue and silver.
HOW? Coz it's all part of Mr Goto's design concept. PlayStation CDs have black surfaces but PlayStation 2 games requiring DVD features will be on cool blue discs, while standard PlayStation 2 CDs will be silver.

IDER BOX

YOU ALSO GET THIS LOT

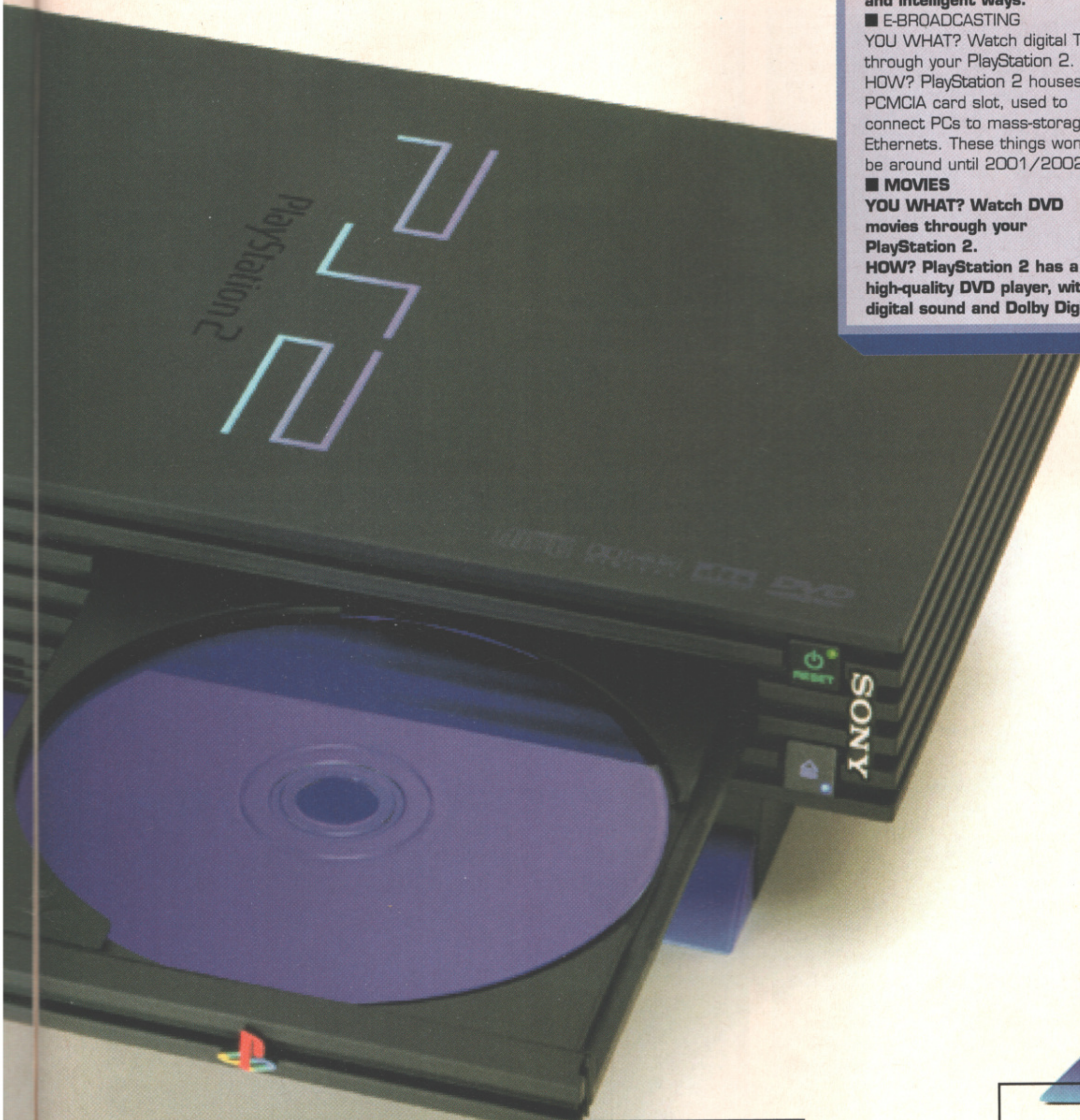
■ **EMOTION ENGINE**
YOU WHAT? Super-powerful chip providing kick-ass power for gaming.
HOW? PlayStation 2's 128-bit CPU, dubbed the Emotion Engine, is so powerful that game characters can now behave in much more complex and intelligent ways.

■ E-BROADCASTING
YOU WHAT? Watch digital TV through your PlayStation 2.
HOW? PlayStation 2 houses a PCMCIA card slot, used to connect PCs to mass-storage Ethernets. These things won't be around until 2001/2002.

■ **MOVIES**
YOU WHAT? Watch DVD movies through your PlayStation 2.
HOW? PlayStation 2 has a high-quality DVD player, with digital sound and Dolby Digital Surround Sound.

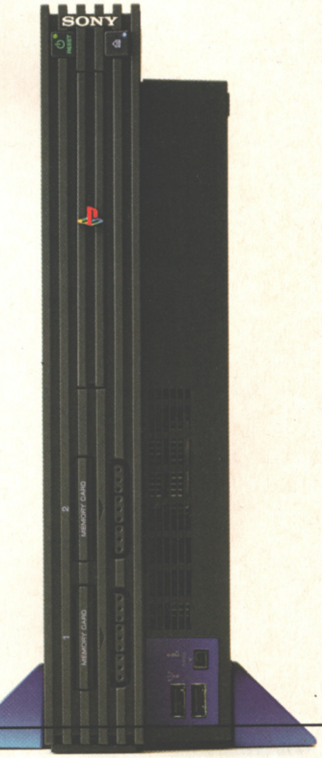
■ ULTRA STYLISH LOOKS
YOU WHAT? Looks the biz thanks to Viao computers designer, Mr Goto.
HOW? Mr Goto says the black PlayStation 2 represents space and the universe – infinite possibility. While the blue stand represents Earth, a planet of water. PlayStation 2, then, is a new world, bursting with potential. No, really.

■ **TWO BUSES AT ONCE**
YOU WHAT? You can connect PlayStation 2 to other devices, from joysticks and cameras to digital sound systems.
HOW? PlayStation 2 features two USB (Universal Serial Bus) ports. These already feature on most PCs. PlayStation's maker says that USB ensures that 'interesting new entertainment can be explored'.



BACKWARD COMPATIBILITY

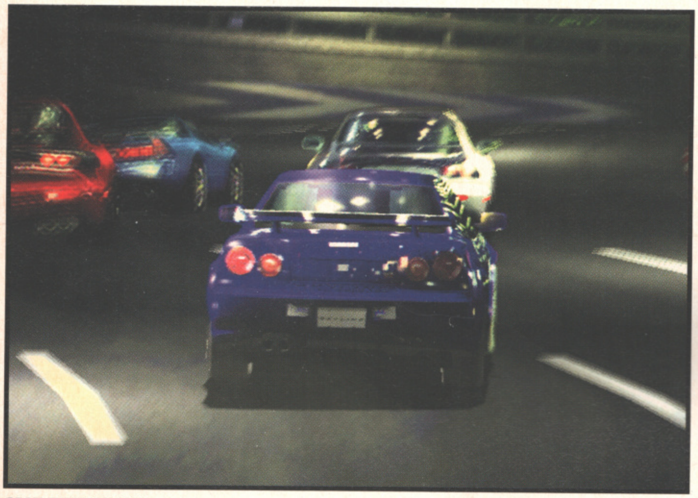
YOU WHAT? PlayStation 2 will play PlayStation 1 titles.
HOW? PlayStation 2's I/O processor means it's 100 per cent compatible with original PlayStation games. This is essential for all the new games still being developed for the original PlayStation.



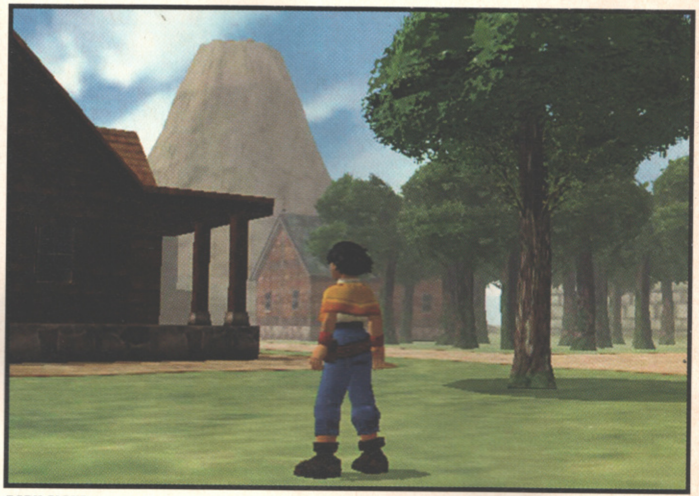
VERTICAL STORAGE.

YOU WHAT? PlayStation 2 can be stored both horizontally and vertically.
HOW? PlayStation 2 ships with a separate blue stand used to rest the system in a horizontal position. If you want to position the PlayStation 2 vertically you'll need to buy another type of stand.

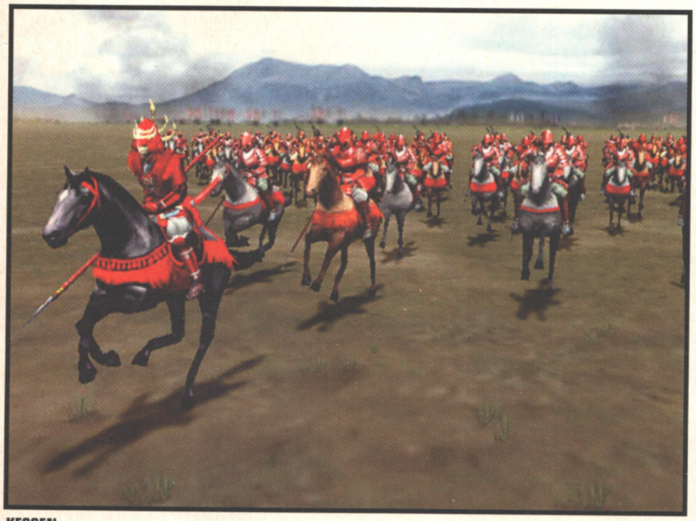
FIRST GAMES



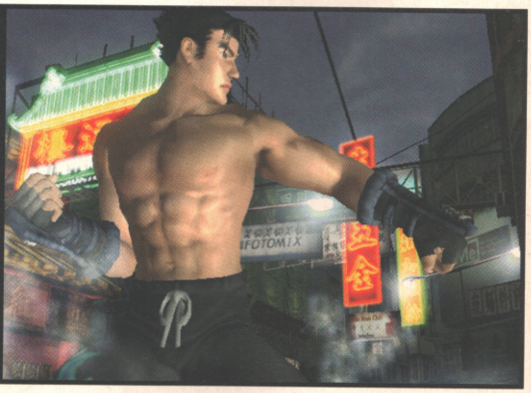
GRAN TURISMO 2000:
Detail and subtle effects raised to near perfection. Any better and this would be TV footage. As the high-powered cars scream around the streets you can see the heat throb off the road, sun glares through leaves on trees and the surroundings are even reflected in car bodywork



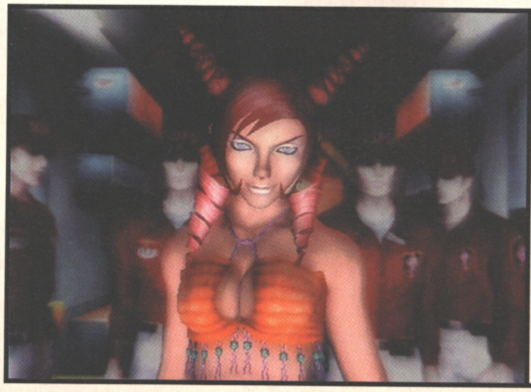
DARK CLOUD:
A new concept. Looks to be something of a cross between an RPG and a sim. Control the hero and build his world around him. Viewpoints change from close-up to distant overhead, allowing you to place landmarks, choose rivers, lakes and buildings. The interaction may be a development feature



KESSEN:
Jaw-dropping strategy set in ancient Japan. We saw 100 detailed, individual Samurai on horseback, hacking and spearing each other. Looks likely that players will be able to build warriors' experience and modify equipment. A powerful demo of PlayStation 2's performance



TEKKEN TAG TOURNAMENT:
Backgrounds and figures look so solid it's unreal – down to individual blades of grass and fighters' expressions changing from blow to blow. Check the level of detail in the screenshot; it's all fully 3D



THE BOUNCER:
New style of game dubbed The Playing Action Movie, featuring a new game idea called the Seamless Action Battle System. Three guys fighting for their lives, or justice in fantastically detailed 3D locations. Expect smooth links between modes

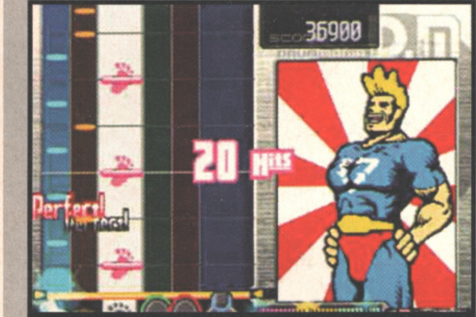
We Reckon

PlayStation 2 is powerful beyond belief, and sounds ultimately both incredibly promising and superb value. Still, Dreamcast is cheaper and gives you the internet and e-mail from launch, with online games starting early next year. PlayStation 2 will inevitably be huge but Dreamcast, right here, right now, is not to be sniffed at. Or you could ignore both and wait for Microsoft's heavily-muscled secret new console (*see* page 25).

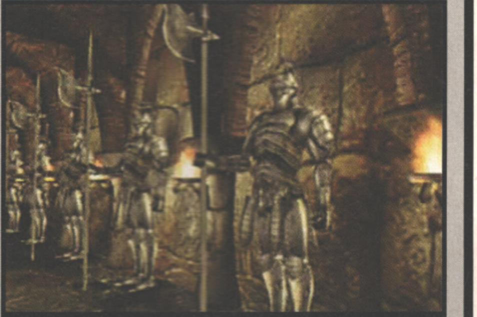
Over 100 titles are already in the offing, proving game developers love PlayStation 2. Here's a taster

THE REST...

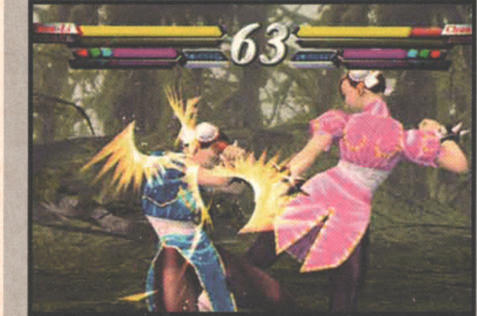
The five games on the left might be the real big ones destined for PlayStation 2, but there are masses of other cool games already in development. Check out the six below to get an idea of what you can expect when Sony's new console is launched next year. Can you wait for it to arrive? No, neither can we.



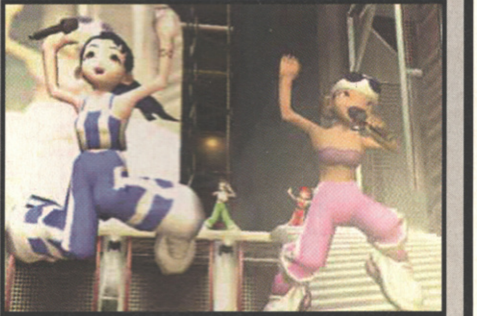
DRUM MANIA: Doesn't push the PlayStation 2 much. Drum along to music. Comes with a special drum kit controller



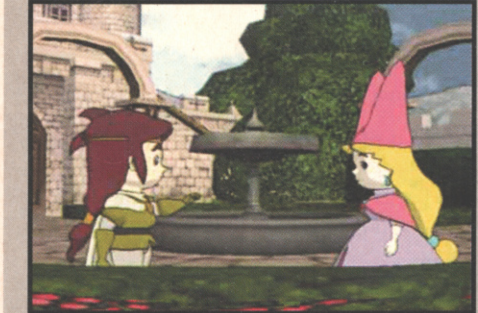
ETERNAL RING: Suspense-filled RPG, presented *Quake/Half-Life*-style. Magic fireballs, dragons etc.



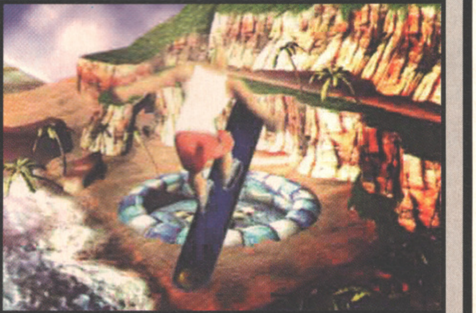
STREET FIGHTER EX3: Super-charged version of an arcade game. Screen-melting special effects



UNISON: Rhythm action game. Another showcase of powerful hardware magic



POPORO CROIS: PlayStation 2 uses its B-SPLINE (perfectly curved surfaces) capabilities to make this RPG look soft and cute



SKY SURFER: Nah, not hov-board king Chopper from comic 2000AD. But looks cool for grabbing some seriously phat air

LAST CHANCE

VOTE NOW! YOUR GREATEST GAMES OF ALL TIME

THE GREATEST GAMES OF ALL TIME

Please fill in your favourite games and send it our usual address (see p40).

Name: ....

Address: ....

....

My favourite ten games are:

1 ....

Why's it so good? ....

....

2 ....

Why's it so good? ....

....

3 ....

Why's it so good? ....

....

4 ....

Why's it so good? ....

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5 ....

Why's it so good? ....

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6 ....

Why's it so good? ....

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7 ....

Why's it so good? ....

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8 ....

Why's it so good? ....

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9 ....

Why's it so good? ....

....

10 ....

Why's it so good? ....

On occasion, EMAP Active, publishers of Computer and Video Games and associated companies, makes offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐

Jammy toast can wipe out a Panzer division. The Brazilian World Cup Squad can be defeated by a mug of cold coffee.

It happens. It's expensive. And it really ruins your Wednesday.

So how do you protect thumb-blistering favourites from doom and destruction?

With CDfender.

True, CDfender may not offer much by way of nuclear-tipped arsenals or grenade options. But this neat little disc of polycarbonate film is the closest you'll get to an impregnable shield for CDs.

You just peel off the backing, slip it on your CD and CDfender wards off the demons of damage and data loss.

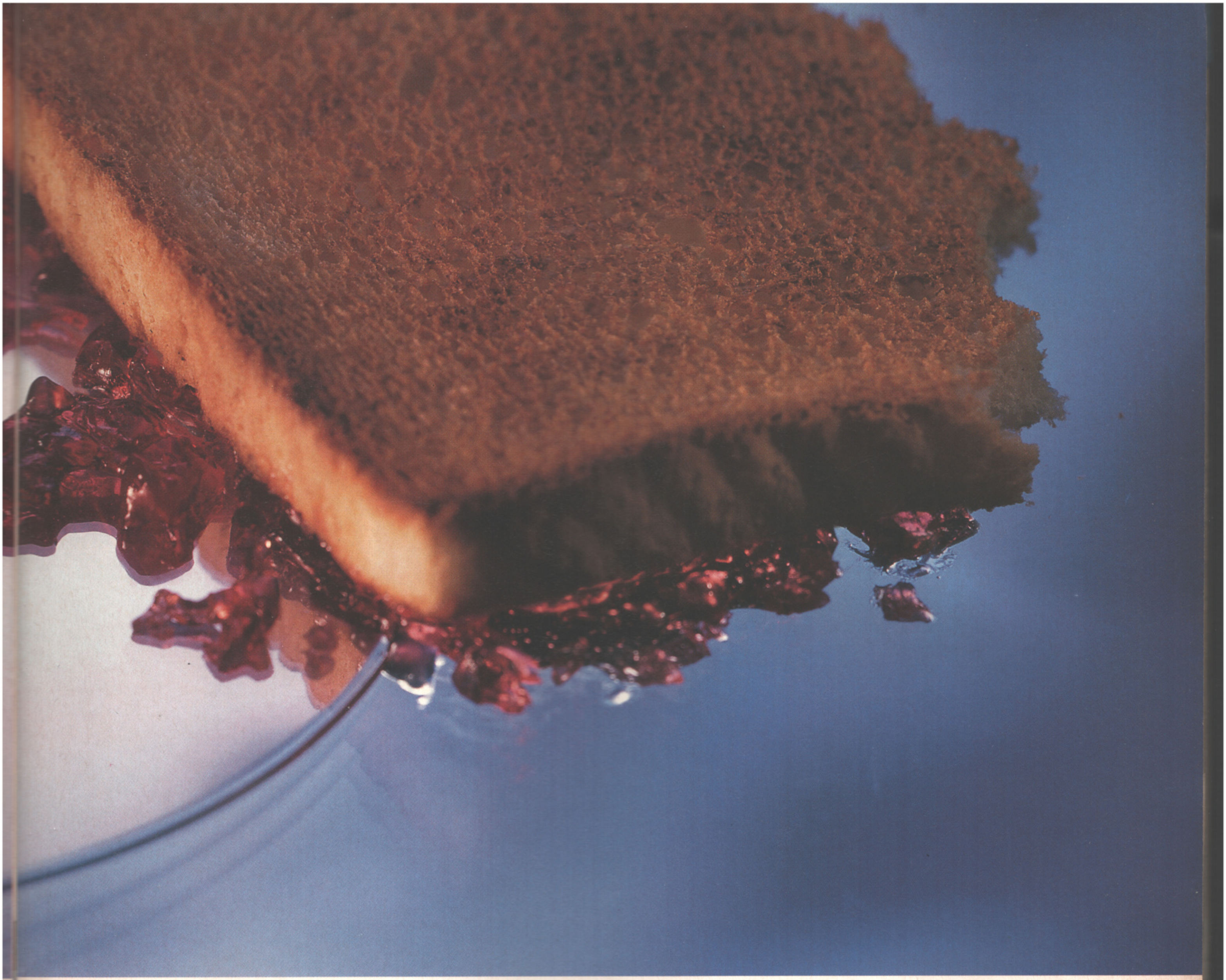
The laser reads through it play after play as if it wasn't there.

And should you ever tear your ravaged eyes away from the screen, CDfender works as well on music CDs and even CD-ROMs.

With CDfender, it's your opponent who's toast, not the CD.

CDfender®

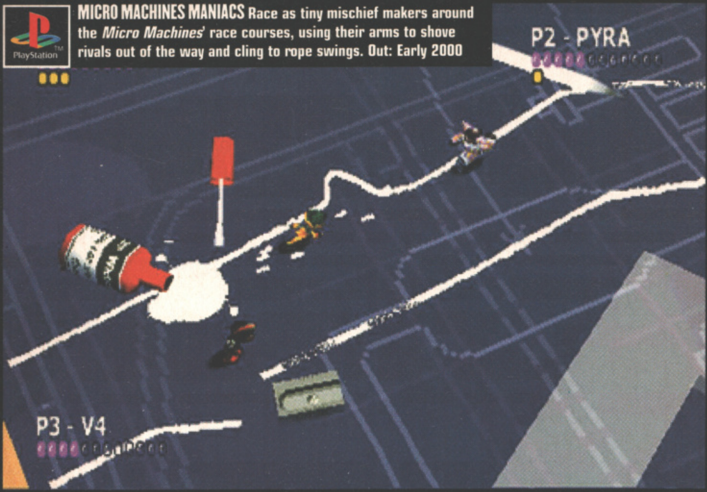
SELF DEFENCE FOR CDs



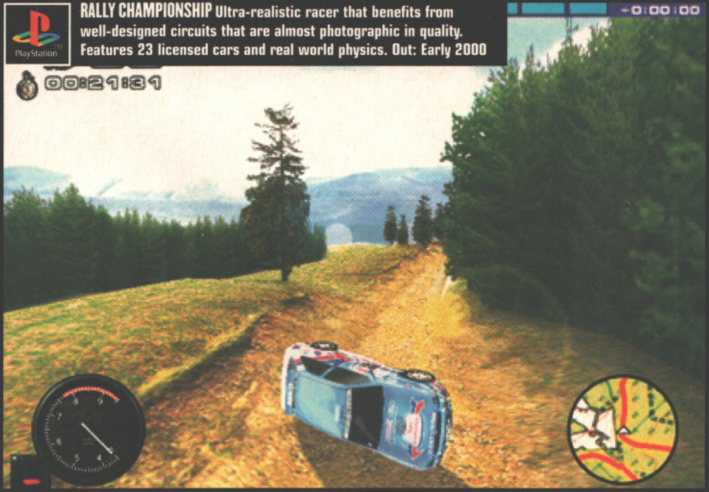
CDfender

PROTECTIVE FILM THAT PREVENTS CD SKIPS & SCRATCHES

AVAILABLE AT LEADING RETAILERS. FOR FURTHER INFORMATION: www.cdfender.com



MICRO MACHINES MANIACS Race as tiny mischief makers around the *Micro Machines'* race courses, using their arms to shove rivals out of the way and cling to rope swings. Out: Early 2000

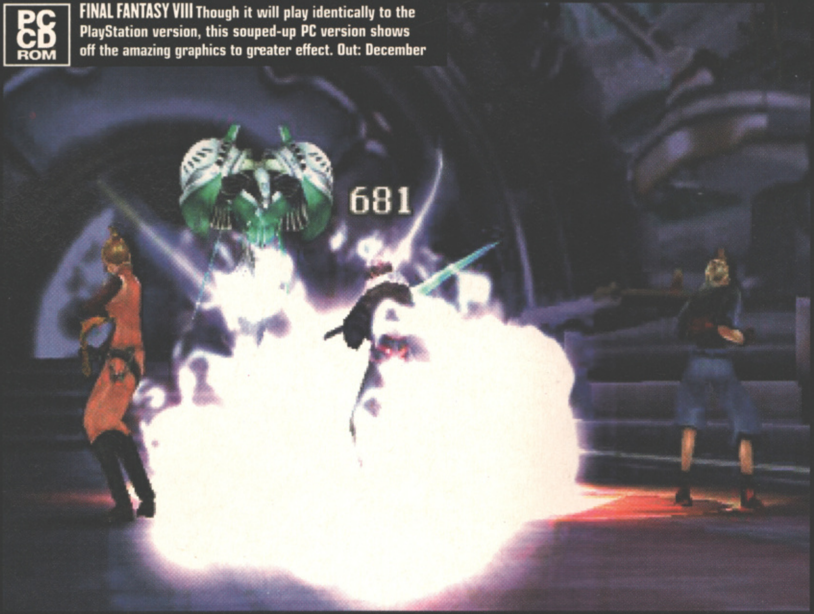


RALLY CHAMPIONSHIP Ultra-realistic racer that benefits from well-designed circuits that are almost photographic in quality. Features 23 licensed cars and real world physics. Out: Early 2000

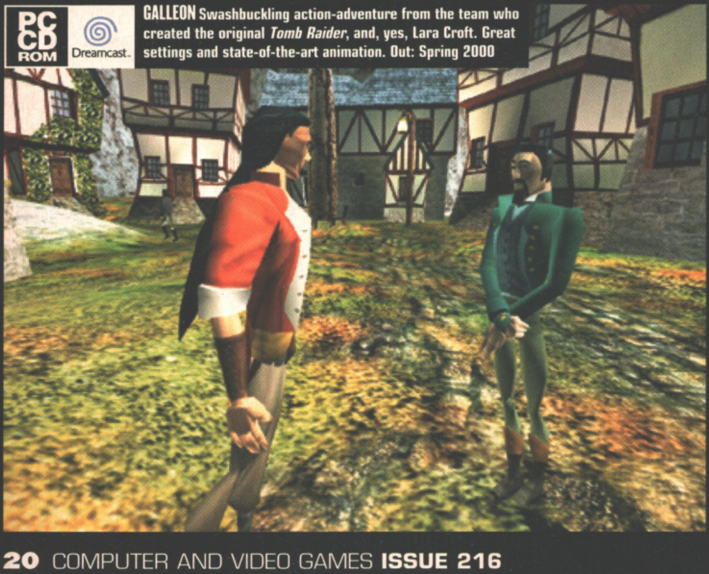
ACCESS ALL GAMES

computer and video games

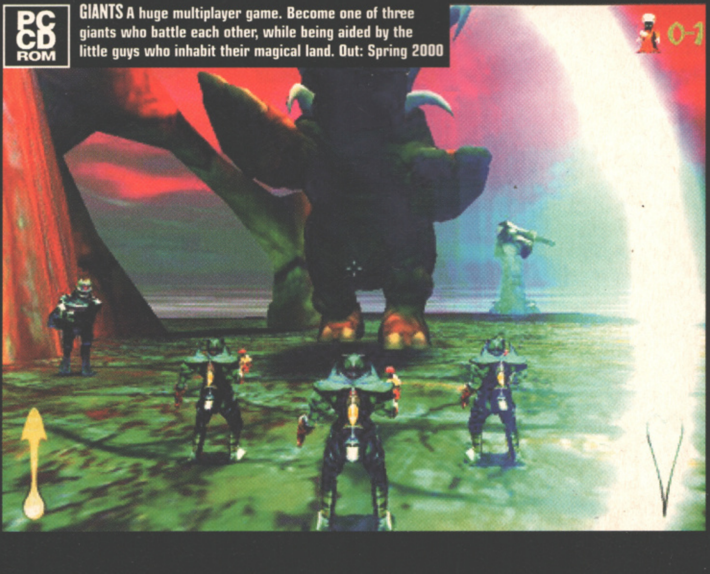
We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else



FINAL FANTASY VIII Though it will play identically to the PlayStation version, this souped-up PC version shows off the amazing graphics to greater effect. Out: December



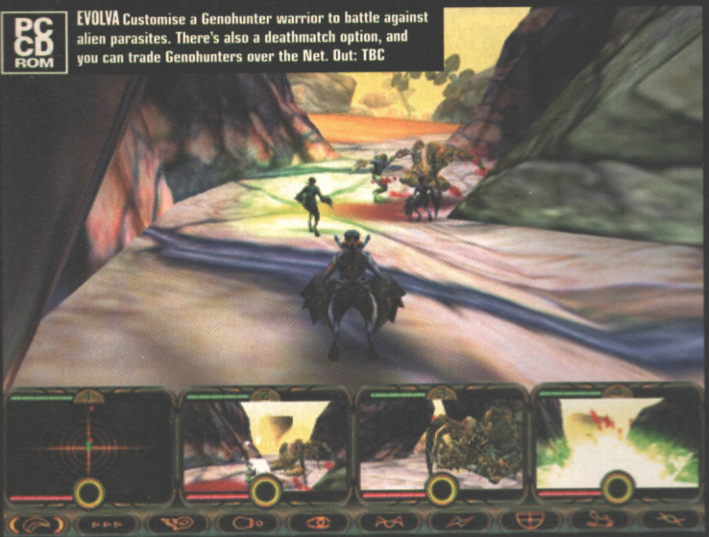
GALLEON Swashbuckling action-adventure from the team who created the original *Tomb Raider*, and, yes, Lara Croft. Great settings and state-of-the-art animation. Out: Spring 2000



GIANTS A huge multiplayer game. Become one of three giants who battle each other, while being aided by the little guys who inhabit their magical land. Out: Spring 2000

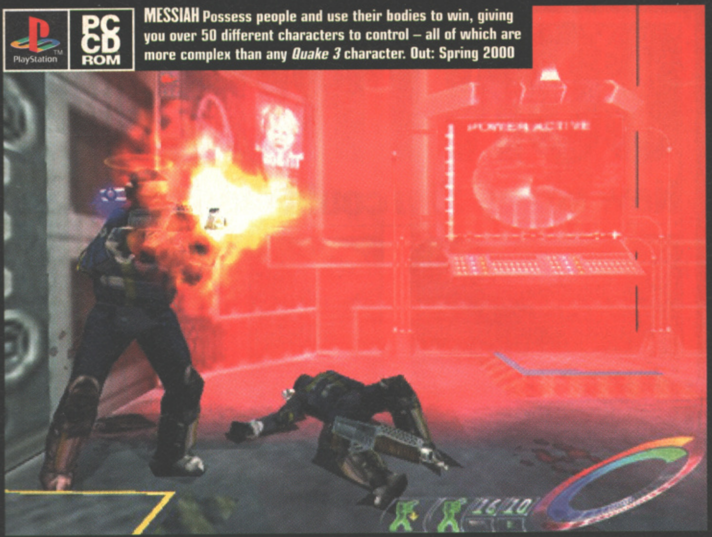
PC CD ROM

EVOLVA Customise a Genohunter warrior to battle against alien parasites. There's also a deathmatch option, and you can trade Genohunters over the Net. Out: TBC



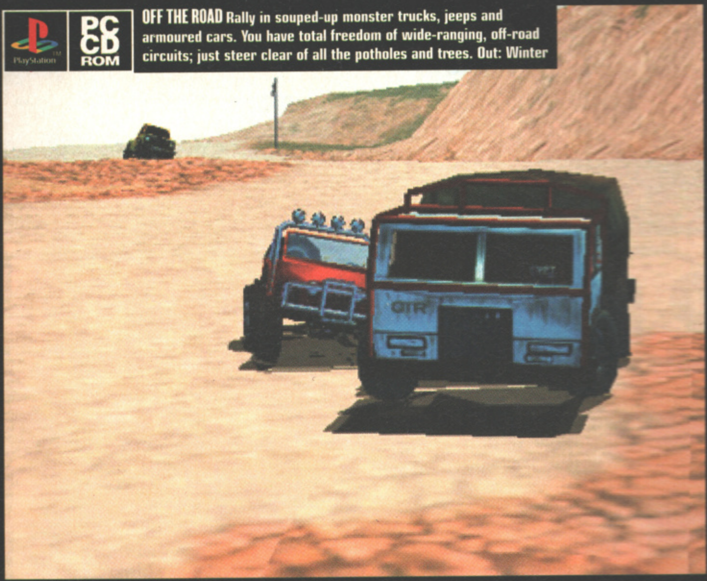
PlayStation PC CD ROM

MESSIAH Possess people and use their bodies to win, giving you over 50 different characters to control – all of which are more complex than any *Quake 3* character. Out: Spring 2000



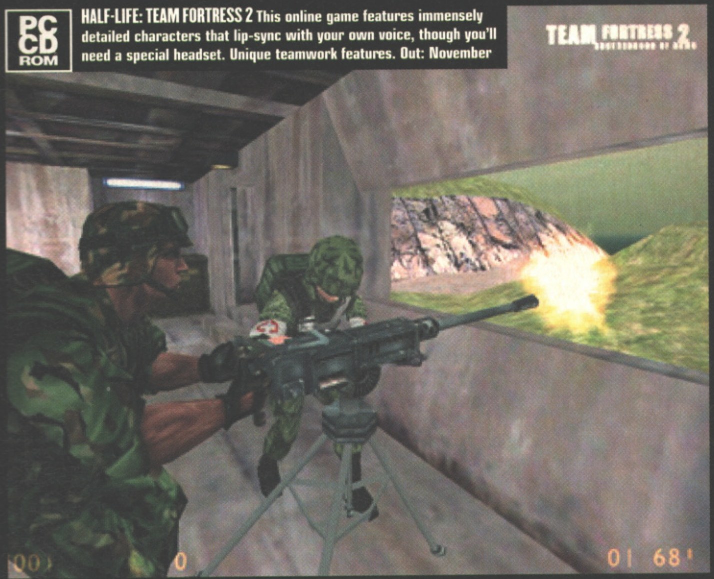
PlayStation PC CD ROM

OFF THE ROAD Rally in souped-up monster trucks, jeeps and armoured cars. You have total freedom of wide-ranging, off-road circuits; just steer clear of all the potholes and trees. Out: Winter



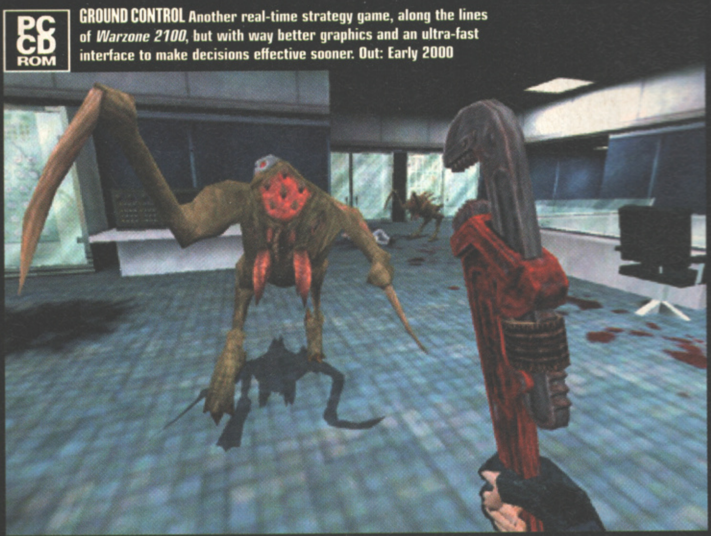
PC CD ROM

HALF-LIFE: TEAM FORTRESS 2 This online game features immensely detailed characters that lip-sync with your own voice, though you'll need a special headset. Unique teamwork features. Out: November



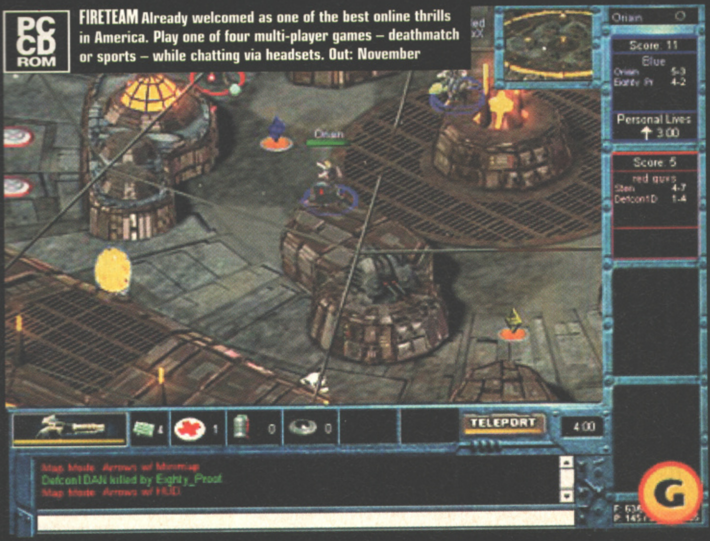
PC CD ROM

GROUND CONTROL Another real-time strategy game, along the lines of *Warzone 2100*, but with way better graphics and an ultra-fast interface to make decisions effective sooner. Out: Early 2000



PC CD ROM

FIRETEAM Already welcomed as one of the best online thrills in America. Play one of four multi-player games – deathmatch or sports – while chatting via headsets. Out: November



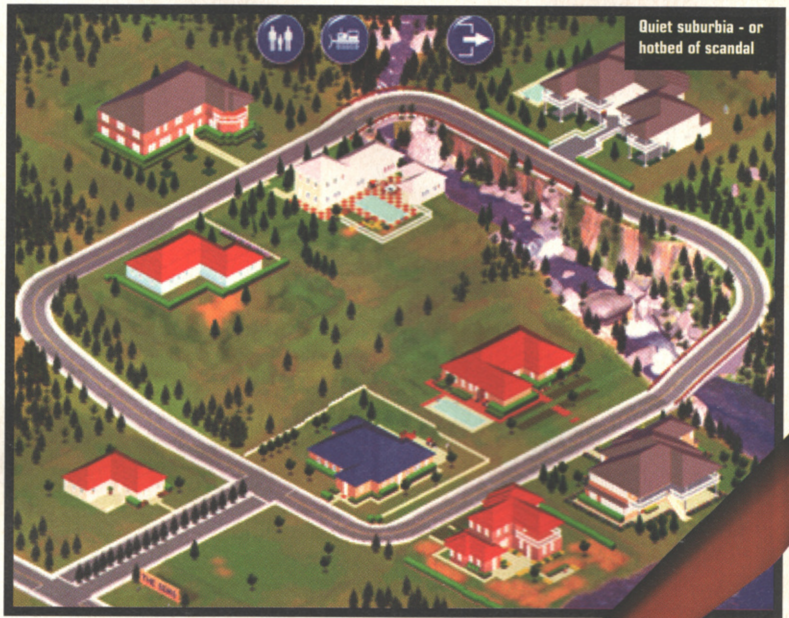
Map Mode: Arrows w/ Minimap
Defcon1DAN killed by Eighty_Proof
Map Mode: Arrows w/ HUD

CONTROL FREAK HEAVEN

New soapy *Sim* could clean up

FACTS

GAME: **THE SIMS**
FORMAT: **PC CD ROM**
OUT: **EARLY 2000**
PLAYERS: **1**
TYPE: **SIM**
BY: **MAXIS**
STATUS: **80% COMPLETE**


Quiet suburbia - or hotbed of scandal

By PETER WALKER

EVER FANCIED getting inside someone's head and messing them up, big time? Well now control freaks can live out their wildest fantasies by manipulating someone else's entire life just for kicks. But *The Sims* looks much, much more than that – it's set to bring a slice of TV soaps to your PC.

BIG BROTHER

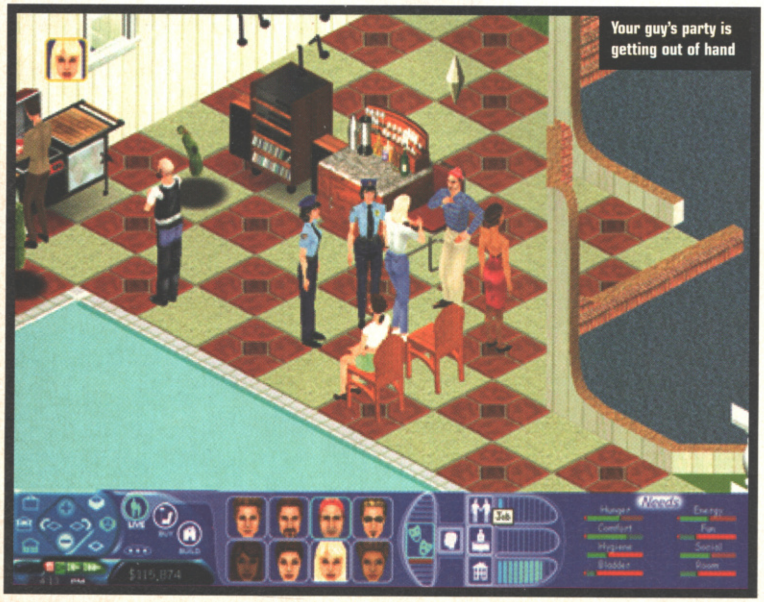
Seven years in the making, *The Sims* is from the mind behind the original *SimCity*, Will Wright, so you know it's going to be addictive. You can't win either – it's left open-ended. You control the lives of a neighbourhood of Sims – everything from relationships to career, happiness, personal development and even using the bog.

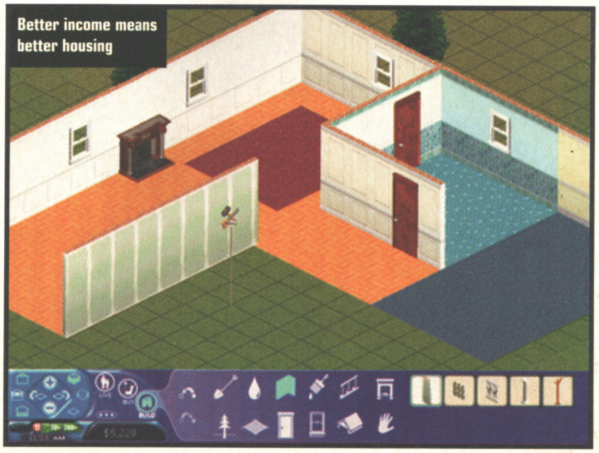
DO THEY BONK?

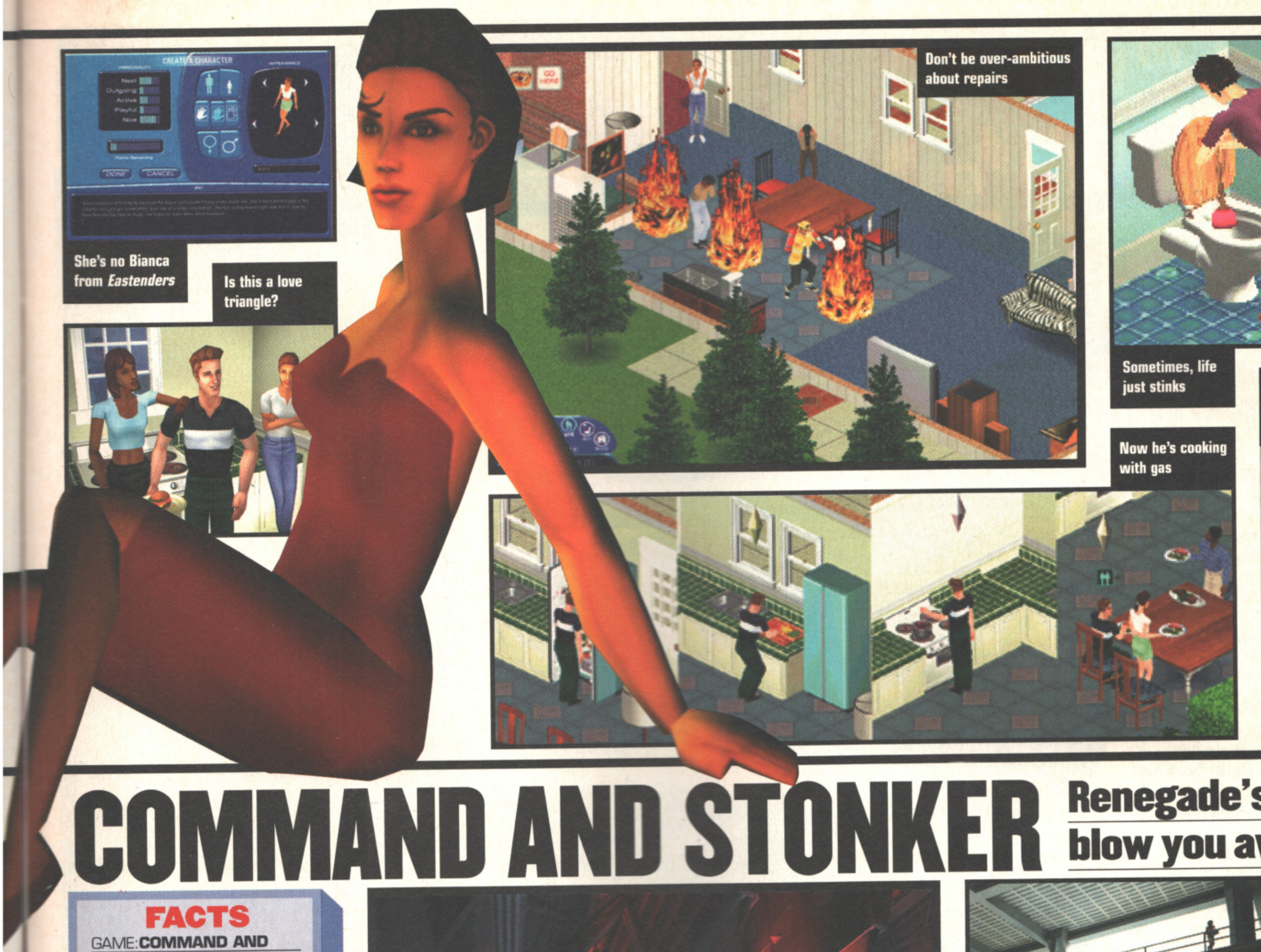
Yes, you can kill them and yeah they have sex – but you can't see it. You choose the size of their families and then pre-set or customise their personalities. Then you get on with the business of building them a home, furnishing it and making their lives happy – or miserable, if you're a sadist. The graphics aren't particularly challenging but the game mechanics are complex and involving. Take something as simple as a pizza delivery. Say, your bachelor likes TV but his set's broken. You want him to get a job but he'll refuse until you make him happier. So you sell the oven to buy a new TV – so he can't cook and phones for a pizza.

POWER TRIP

Your families have their own motivations for doing things and will act without your orders, but it's up to you to determine the course of their lives – marriage, kids, bust-ups, all the while keeping an eye on money. You can't directly control outside elements like burglars or neighbours, but a real innovation by Maxis means neighbours are characters from your earlier games. And, every saved game creates a Website for the world to view. Maxis are also planning to offer storylines to download.


Your guy's party is getting out of hand


Better income means better housing



She's no Bianca from *Eastenders*

Is this a love triangle?

Don't be over-ambitious about repairs

Sometimes, life just stinks

Now he's cooking with gas

We Reckon

Could be the most compelling *Sim* made to date. May give players the ultimate soap to play with. May be as dull or exciting as your imagination. Now that's scary.

COMMAND AND STONKER

Renegade's gonna blow you away

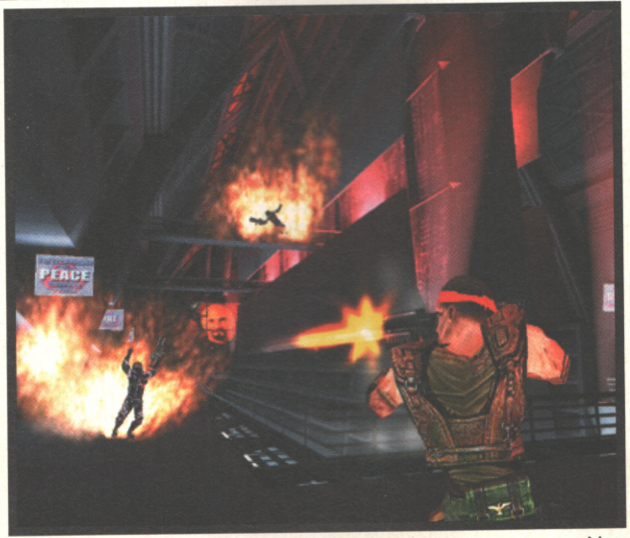
FACTS

GAME: **COMMAND AND CONQUER: RENEGADE**
FORMAT: **PC**
OUT: **LATE 2000**
MULTIPLAYER: **YES**
TYPE: **3D TACTICAL ACTION**
BY: **WESTWOOD**
STATUS: **70% COMPLETE**

WESTWOOD'S LATEST installment from the *Command & Conquer* universe puts the best bits of the original 2D game in the all-new Renegade 3D engine. The results look so promising you should start cacking yourselves with excitement.

YOU'RE HARD

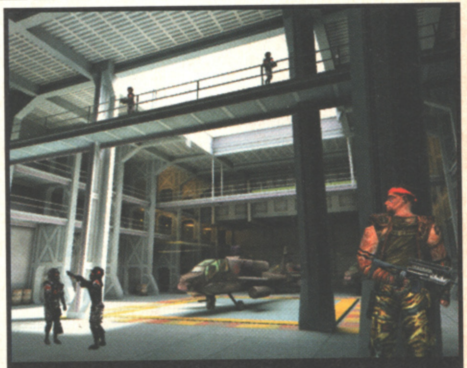
Forget all that base building guff. You're GDI's toughest and coolest unit – the commando – and you're a one-man army on a mission to bring the Brotherhood of Nod to its knees. And what's more, it's all in glorious 3D, seen from a third-person perspective. You're armed to the teeth with anything up to 16 weapons, including mortars, and you get to drive every single vehicle from the original game.



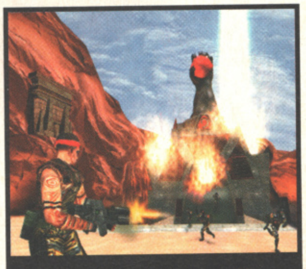
Go inside Kane's temple on your todd. Or play multiplayer mode with a mate – one can drive vehicles like Nod buggies while the other sits as passenger and takes potshots at enemies

SMART-ARSED

Missions look set to be considerably varied and the artificial intelligence is as sound as a bell. Snipe at the enemy and you'll see them all dive for cover – but then they'll start looking for you. When they spot you, they'll signal each other and all take up new positions. Plenty of tactics are required, too – shoot a guard in the leg and his mate will come to the rescue – bingo, you've bagged 'em both.



Enemies might climb through a window and attack from behind



Landscapes look varied and superbly detailed right down to craggy rockfaces

We Reckon

C&C fans have been waiting for this. An great action-packed, 3D tactical shooter. Please hurry it up.

POCKET FULL OF PLEASURE

Game Boy Advanced versus NeoGeo Pocket Colour

NEOGEO POCKET
B
A

This little number packs punch. But will NeoGeo kick its rivals' ass?

By PETER WALKER

TWO NEW challengers are sizing each other up in the handheld gaming war, promising more pocket power than ever before. Nintendo has finally revealed details of its long-rumoured successor to Game Boy Color and SNK has launched it's new NeoGeo Pocket Colour.

Japanese company SNK released their new handheld console in the UK on 1st October – making it the most advanced handheld gaming system currently available, worldwide.

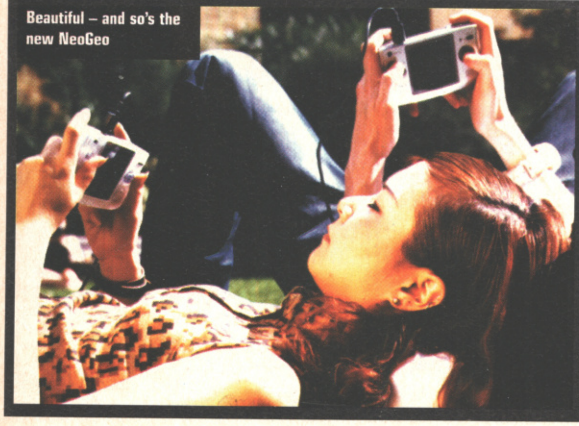
Similar in size to a Game Boy Color, but boasting far more power, the machine is 16-bit, while Game Boy is a weedy eight. It can also display 146 colours on screen with a larger display than the Game Boy. Powered by two AA batteries, the Pocket Colour will run for up to 40 hours and costs £59.99.

POCKET POWER

Meanwhile, Nintendo's successor, going by the working title of Game Boy Advance, will incorporate a 32-bit processor and can be connected to the Internet through a mobile phone. Using a new digital camera accessory, players will be able to see their opponents' faces during games.

There's no news yet on games for Nintendo's new handheld, but it will also play titles released for Game Boy and Game Boy Color. The new machine will be about eight centimetres high and 13.5 wide, weigh a mere 140g, and, with its two AA alkaline batteries, give about 20 hours of continuous gameplay.

Nintendo also revealed a joint venture with Konami to develop software for a new machine. The product, Mobile 21, is due to be launched in Japan next August and by the end of 2000 in the US. Prices are under wraps but it's expected to cost somewhere between £80 to £100.



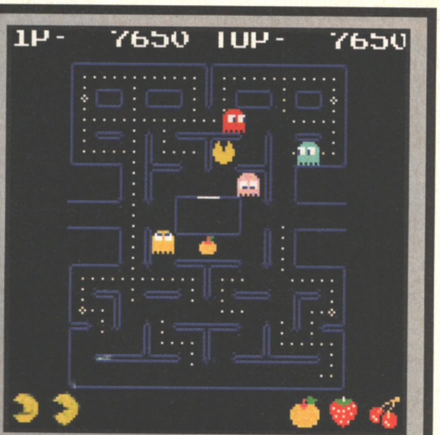
Beautiful – and so's the new NeoGeo

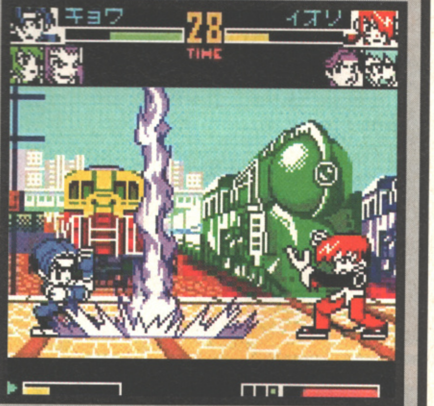
NEOGEO GAMES

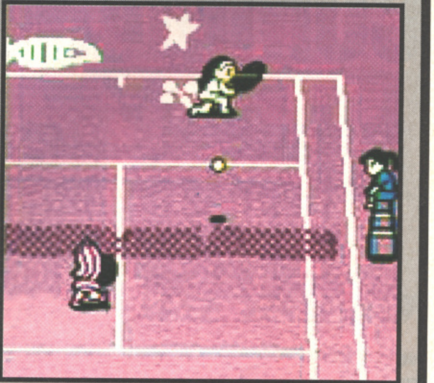
Software support for the machine comes mainly from SNK, although Namco and Sega have pledged their support to the console. There are 14 games available at launch. These will include *Metal Slug*, *Pac-Man*, *Samurai Showdown* and *King Of Fighters*. Plus, there will also be a pocket-sized *Sonic The Hedgehog* and the eagerly anticipated *SNK Vs. Capcom*, available in a few month's time.

LINK 'EM

You don't even need to own any games to get fun out of the machine – it features a built-in alarm, calendar, world clock and horoscope. There are also link-up capabilities for when playing against friends, or you can hook the Pocket Colour up to a Dreamcast to play games like *King Of Fighters Dream Match '99*.







DEATH TO THE MAX

Full-on third person shooter looks a blast

FACTS

GAME: **MAX PAYNE**
FORMAT: **PC**
OUT: **EARLY 2000**
MULTIPLAYER: **YES**
BY: **REMEDY**
STATUS: **50% COMPLETE**

FIRST LOOK

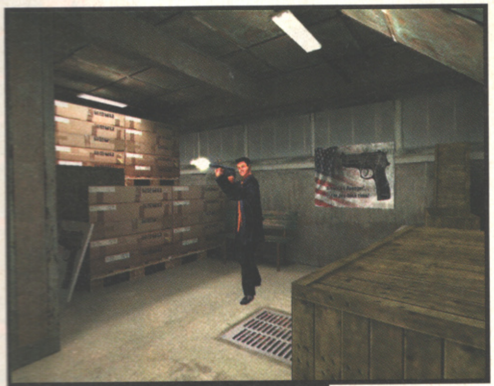
MAX PAYNE'S **film style, slow motion replays and guns-ablaze diving moves mean it has already been touted as the full-on gaming equivalent of a John Woo action movie. Just take a butcher's at these screenshots.**

NOT WOO

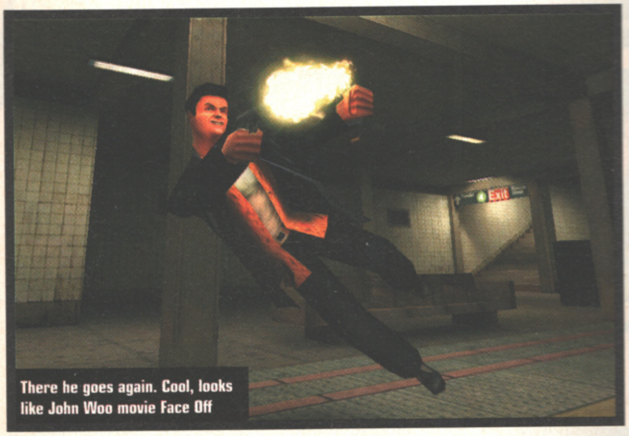
Remedy is billing it as a crime thriller, though, with plot-twists, cliffhangers, betrayals, back-stabbings and horrible revelations. Set in a dark, crime-ridden city, Max Payne has been cast as the fugitive undercover cop. Sounds more like a detective film than anything produced by John Woo.

FINGERS CROSSED

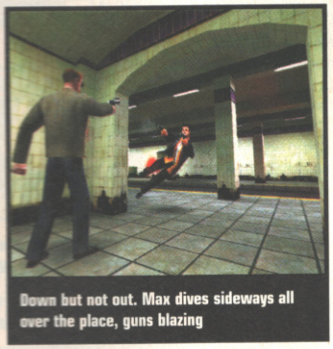
With any luck, it'll blend the best of both styles to create a game that involves frantic action and a deep, compelling plot, all set in a brooding, realistic cityscape.



Max is framed for whacking his pal. Might explain why he looks severely pissed off



There he goes again. Cool, looks like John Woo movie Face Off



Down but not out. Max dives sideways all over the place, guns blazing

We Reckon

If looks could kill, Max Payne might be a serious threat to public health. When we see some code we'll know whether the rest of the game is likely to turn into a winner.

X-BOX ENTERS THE RING

Microsoft goes console

MICROSOFT LOOKS set to stir up a storm in the console and PC markets. The PC software company, which customised its Windows operating system to make way for Sega's Dreamcast, is planning its own new top-secret system, code-named X-Box. And it's rumoured to pack enough hardware punch to take on PlayStation 2.

SET-TOP BOX

The company has yet to officially confirm plans for a new set-top box, but details were supposedly revealed to analysts at the European Computer Trade show in September. X-Box will reportedly feature a 500Mhz Intel processor, 64Mb of RAM, a multi-Gigabyte hard-drive, 56K speed modem, DVD, an nVidia GeForce graphics chip, Windows and an Internet Explorer-based browser. What's more, it could cost around £130 and play existing PC games.

BOXING CLEVER

Rumours suggest it could be made by a PC manufacturer like Gateway and could attract buyers from the low-end of the PC market. X-Box may sound like a PC but it will be simple to operate and have instant boot-up, just like a console.

Microsoft boss Bill Gates – one of the world's richest men

Rumours

Too hot not to print

■ Dreamcast will cost £99 and the games just £20 by this time next year – presumably hoping to steal some of PlayStation 2's thunder.

■ **Speaking of which, according to a top insider at Nintendo, the new Dolphin console will feature a super emotion engine – much better than the Emotion Engine unveiled for PlayStation 2. It certainly had us laughing, anyway.**

■ *Crash Bandicoot*, *Tenchu*, *Wipeout*, *Trickstyle* and *Street Fighter EX Plus Alpha* sequels are all heading for PlayStation 2. *Furballs*, previously thought to be a Dreamcast exclusive, will also appear on Sony's new console.

■ **The upcoming arcade superbout *SNK Vs. Capcom* will be 2D and feature re-drawn characters. Confirmed competitors so far include Ryu, Chun Li and Guile for Capcom, and Kyo, Mai and Iori for SNK.**

■ No *NiGHTS 2* for Dreamcast just yet, Sonic Team are working on three new titles, *Chu Chu Rocket*, *Samba de Amigo* and *Phantasy Star Online*.

■ **Acclaim are working on *Ferrari 360 Challenge* for next-generation consoles, including Nintendo's Dolphin system.**

■ PlayStation's rock lamb *Um Jammer Lammy* is heading to the arcades, not as a new game, it's the same one that was recently released on PlayStation. The arcade version isn't controlled by pressing symbols, but with a guitar device.

■ **Driver is being released on Game Boy.**

EA'S SPORTING DOUBLE

BOXING LEGENDS RETURN

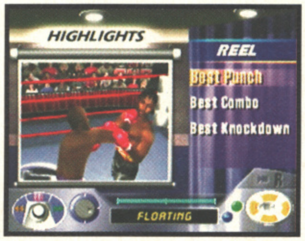
By ALEX HUHTALA

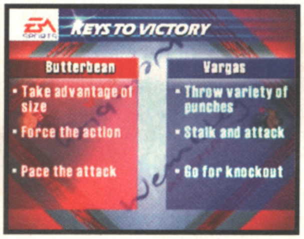
FACTS
GAME: **KNOCKOUT KINGS 2000**
FORMAT: **N64, PLAYSTATION**
OUT: **NOVEMBER**
PLAYERS: **1-2**
TYPE: **BOXING**
BY: **EA SPORTS**
STATUS: **90% COMPLETE**

THE STARS of boxing are reunited one more time to slug it out in a battle to prove who really *is* the greatest in the ring.

THE MAIN EVENT

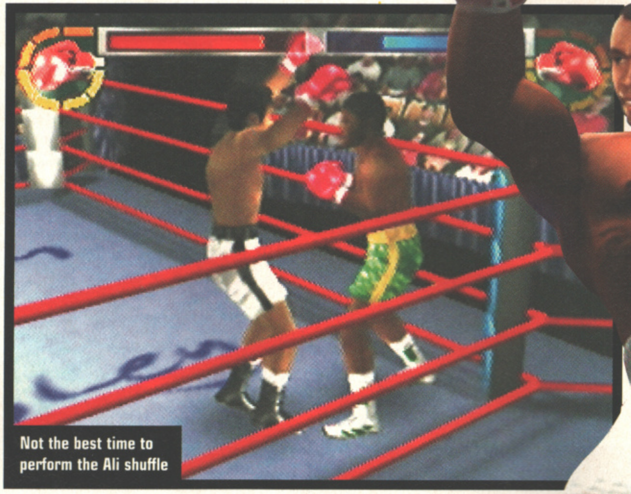
Knockout Kings is back, although for Nintendo fight fans this is the first time they'll get to play with the real heavyweights of the boxing world. The 2000 edition ditches the slow simulation aspect of the previous and goes for pure showtime, with arcade-style fights.

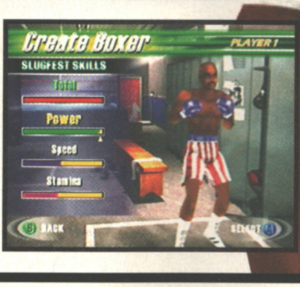



KEYS TO VICTORY

Butterbean	Vargas
Take advantage of size	Throw variety of punches
Force the action	Stalk and attack
Pace the attack	Go for knockout

Last year, *Knockout Kings* got Lennox Lewis and Evander Holyfield in the ring, way before the farcical real event took place. The 2000 game is no different, featuring the biggest names, among them Mohammed Ali, Sugar Ray Leonard and of course Lennox. If you're a fight fan you'll love it.


Not the best time to perform the Ali shuffle



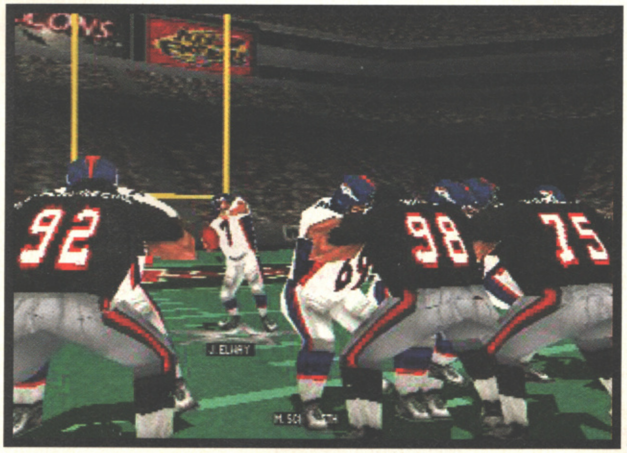
We Reckon

The boxing competition is hotting-up across the formats, but only *Knockout Kings* features the biggest names in boxing.

10th ANNIVERSARY OF THE BIG MAN

FACTS
GAME: **MADDEN NFL 2000**
FORMAT: **PC, PLAYSTATION**
OUT: **OCTOBER**
PLAYERS: **1-4**
TYPE: **AMERICAN FOOTBALL**
BY: **EA SPORTS**
STATUS: **95% COMPLETE**

AMERICAN FOOTBALL'S hardest hitter makes its annual return, celebrating ten years in the business, and seeming more realistic every year.

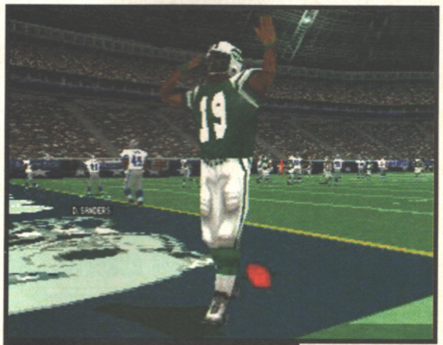


HISTORY REPEATING

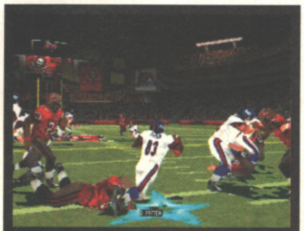
Madden's back and there's even a rap track at the beginning of the game to tell you about it. The biggest commentator in the business boasts 'Welcome to the new millennium of football' and he's not wrong. *Madden 2000* celebrates the anniversary with the greatest teams from the past decade. Plus, teams of the new season.

NEW COMPETITION

No other American football game comes close to the simulation of the sport, although *NFL Blitz* is a strong contender, preferring to offer an arcade-style of game. To make *Madden* a stronger package, the new game includes an arcade mode that looks to knock back *NFL Blitz* to where it came from.

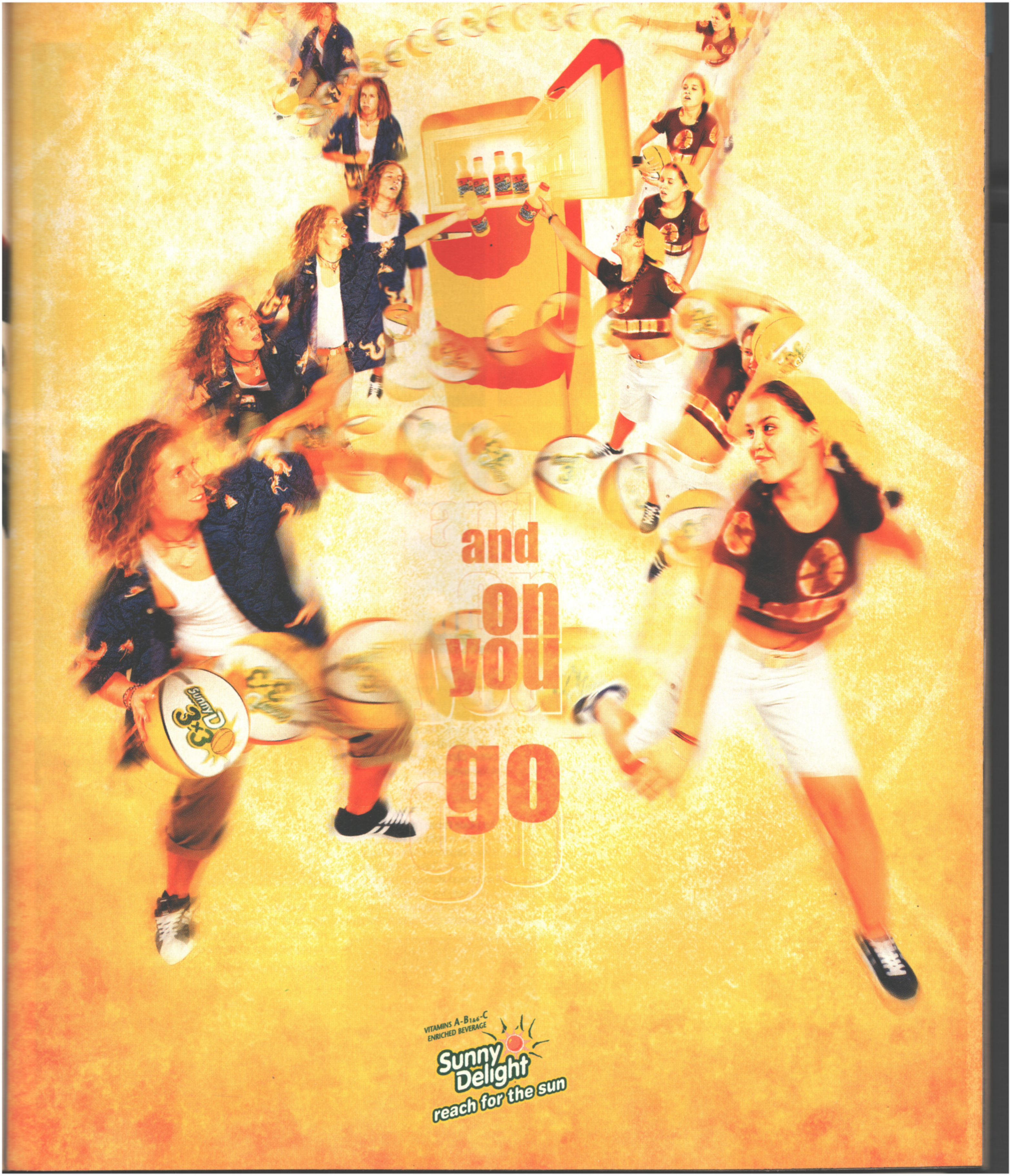


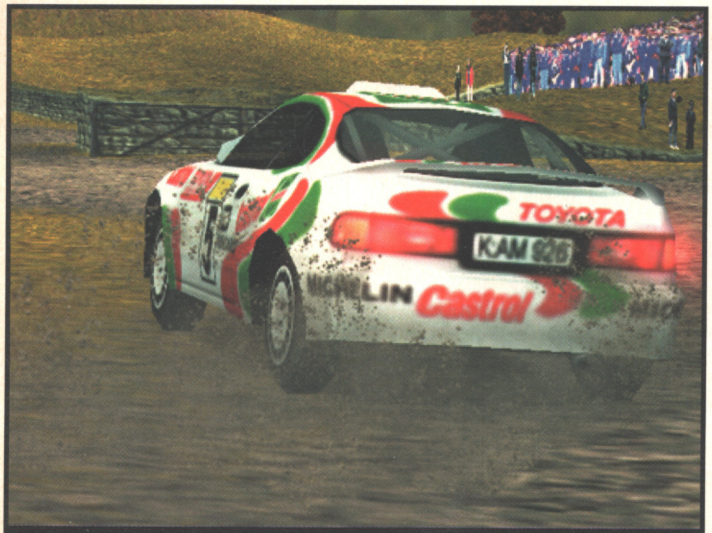
The players are pretty detailed and come in all different shapes and sizes


A nice run but he's about to be flattened

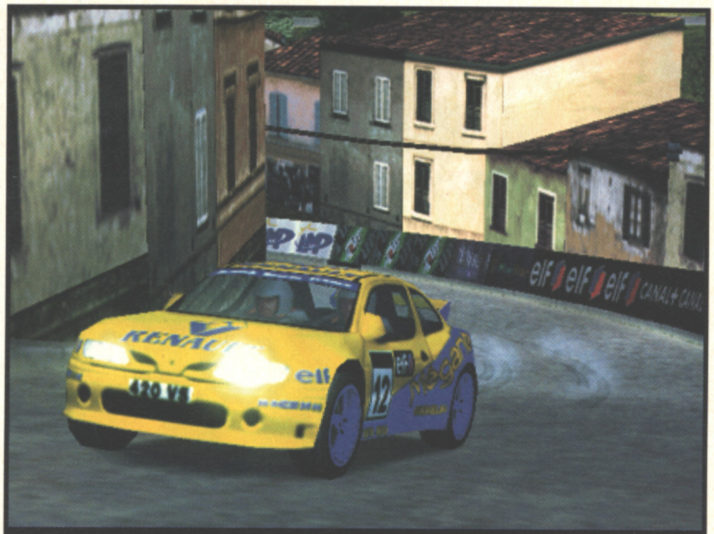
We Reckon

The best in the *Madden* series for a number of years, with great commentary, plenty of teams, and lots of modes to play.


Sunny Delight
3+3
and
on
you
go
VITAMINS A-B1&6-C
ENRICHED BEVERAGE
Sunny Delight
reach for the sun



The cars all look great and behave realistically. Pity about the cardboard cut-out spectators



The Italian stages are fantastic, offering twisty mountain roads and small villages to speed through

MORE RALLY FOR YOUR MONEY

FIRST LOOK

FACTS

GAME: **RALLY MASTERS**
FORMAT: **PC, PLAYSTATION, N64, DREAMCAST**
OUT: **FEBRUARY**
PLAYERS: **1-4**
TYPE: **DRIVING**
BY: **INFOGRAMES/DIGITAL ILLUSIONS**
STATUS: **80% COMPLETE**

By ALEX HUHTALA

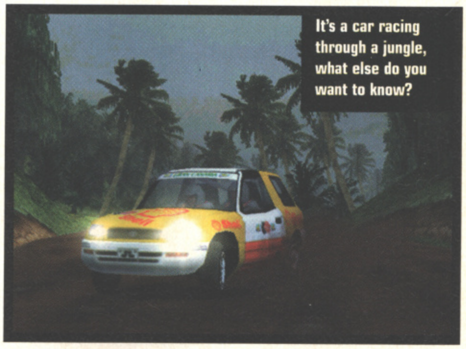
PROVE YOU'RE the greatest rally driver of all time by competing in *Rally Masters*, which places the best rally drivers in the world against each other, racing in side-by-side action.

REAL DEAL

The competition is a real event, held in Gran Canaria, Spain, where drivers like Colin McRae, Didier Auriol, Carlos Sainz and Alister McRae compete over a purpose-built circuit. What makes it unique is two competitors are on the circuit at the same time, both driving exactly the same car model. This makes competition very even.

MORE MODES

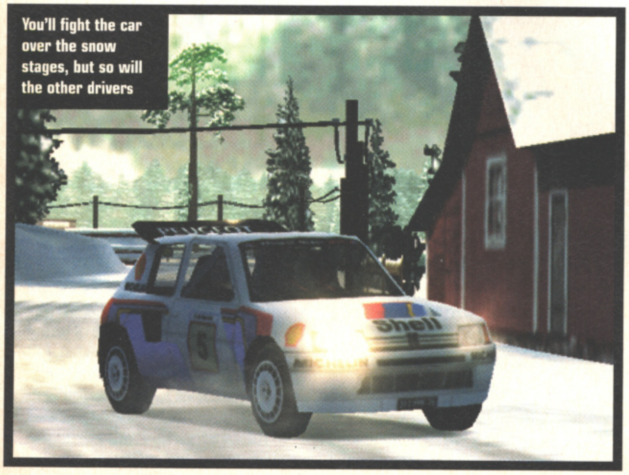
The game captures perfectly the look and excitement of the event. But don't think that the game only lets you race this one circuit, this is just the tip of the iceberg. More typical rally thrills can be found in other modes of play. Among them Race of Champions, which places you in real events, or the Challenge Cup where four identical cars rip around the circuit at the same time.



It's a car racing through a jungle, what else do you want to know?

WORLD TOUR

Races take place through several countries; each is split into five stages, with a mixture of short, long and special stages. These vary from the cobble-stoned streets of Great Britain to the jungles of Thailand, from the twisty mountain roads of Italy to the deserts of America. There are 46 different tracks altogether, with over 17 cars to race – but remember, your competitor will be racing with the same model as you.



You'll fight the car over the snow stages, but so will the other drivers

Famous cars from the top manufacturers

We Reckon

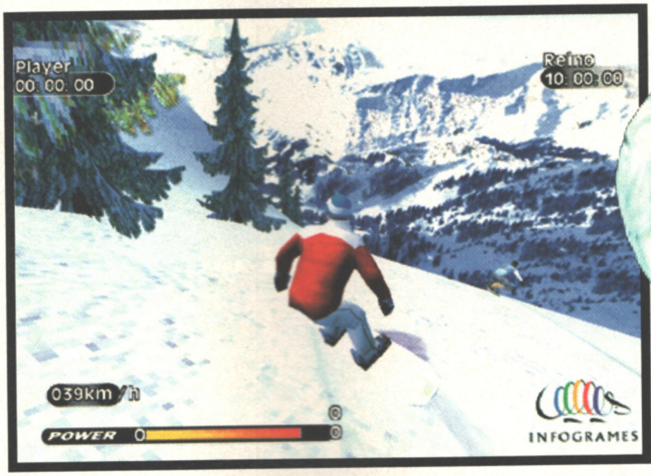
***Rally Masters* looks extremely good. Placing all competitors in the same car is a great idea, plus every format will get a quality conversion. If it does appear on Dreamcast then *Sega Rally 2* should save up for a change of underwear.**

LOOKING NICE 'N' FREEZY

FACTS

GAME: **SUPREME SNOWBOARDING**
FORMAT: **PC, DREAMCAST GAME BOY**
OUT: **NOVEMBER**
PLAYERS: **1-8**
TYPE: **SNOWBOARDING**
BY: **INFOGRAMES/ HOUSEMARQUE**
STATUS: **90% COMPLETE**

A MIXTURE of high-end PC power and feedback from professional snowboarders looks set to create the best looking snowboard game yet.

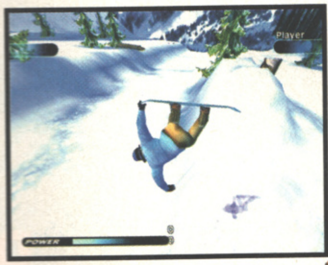


TRICKS

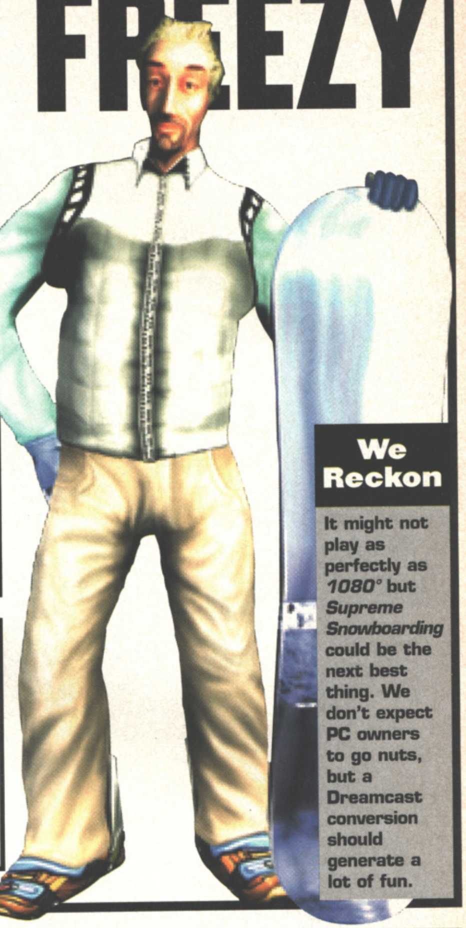
Snowboarding games don't sit comfortably on a PC, but *Supreme Snowboarding* is different; it looks the business and features boarders that can perform over 100 different tricks. There are three different environments in which to race through, including Alpine, Forest and Village. The number of objects on screen is impressive and you'll have to concentrate hard to make sure you dodge all the obstacles that face you.

NO LIMITS

What makes the game unique is the ability to go off-piste. Most snowboard games these days allow you to find shortcuts or alternate routes to get down the mountain, but they don't allow you to go beyond the boundaries of the course you're racing down. *Supreme Snowboarding* is different, the length of each course is roughly 2km, but the size of each course is 20km square.



Crazy tricks like landing on your head are easy



We Reckon

It might not play as perfectly as *1080°* but *Supreme Snowboarding* could be the next best thing. We don't expect PC owners to go nuts, but a Dreamcast conversion should generate a lot of fun.

EURO BALLS

FACTS

GAME: **UEFA MANAGER 2000**
FORMAT: **PC**
OUT: **OCTOBER**
PLAYERS: **1-4**
TYPE: **FOOTBALL MANAGEMENT**
BY: **INFOGRAMES/ BUBBALL**
STATUS: **85% COMPLETE**

EUROPEAN FOOTBALL will soon be within your grasp to dominate in *UEFA Manager 2000*; a football management game which sorts the Lazios from the Grimsby Towns and lets Bergkamp get on the plane.

That'll be the snow-on-pitch effect, then

REAL MEN

You can choose teams from nine countries, with over 500 clubs complete with the real players. And it won't be just the top clubs either, you can also choose teams from the lower leagues. But being a UEFA-licensed product, go for the top silverware: the Champions League and UEFA cups.

GRAPHS

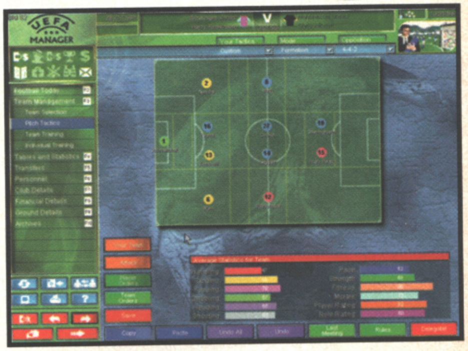
Once you've chosen your team you'll be pleased to learn that the millions of different screens you're bombarded with are all idiot-proof. There are no statistics to wade through, instead information is displayed as graphs – especially useful when you're tracking the progress of players' training schedules. A schedule also appears on the main screen at the start of every day, making sure you've performed all your managerial duties. You can even assign the computer to take over any aspect of the decision-making process you're not sure of.

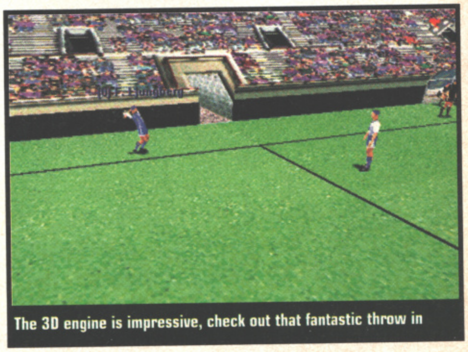
TACTICS

Playing about with different tactics is easy, with set-pieces customisable and far easier to use than in *Championship Manager 3*, plus you get a full 3D game come match day. The action can be viewed from any angle, the only downer is that play can't be speeded-up. You either have to sit at your monitor for the full 90 minutes, or make do with fast-forwarding to key moments.

We Reckon

There's still work to be done on *UEFA Manager 2000* – the version we saw had some very dodgy decisions from the referee. But it's a game full of promise.





The 3D engine is impressive, check out that fantastic throw in

DON'T GET LEFT IN THE DARK

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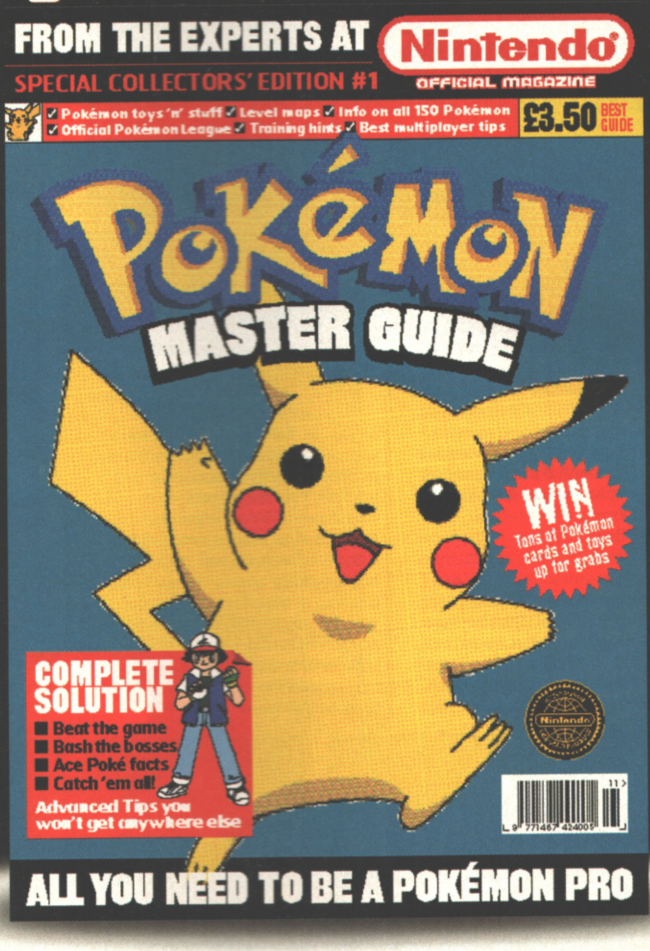

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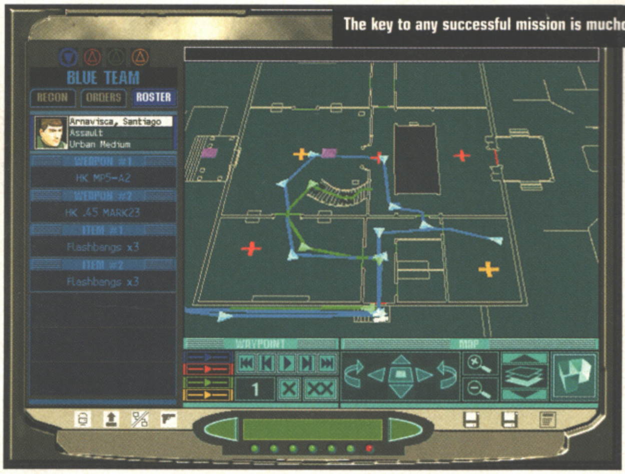
RAINBOW SEX-Y!

Rogue Spear in position and ready to attack

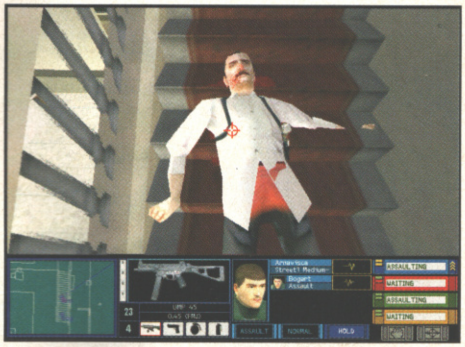
By DEAN SCOTT

FACTS
GAME: **ROGUE SPEAR**
FORMAT: **PC**
OUT: **NOVEMBER**
PLAYERS: **MULTIPLAYER ONLINE**
TYPE: **REALISTIC STRATEGY SHOOTER**
BY: **RED STORM ENTERTAINMENT**
STATUS: **95% COMPLETE**

PC ACTION fans will already be foaming at the mouth with the news that *Rogue Spear* will be capping terrorists in a games shop near you. Following on from last year's well-received *Rainbow Six*, where you took control of a crack commando unit taking out terrorists and rescuing hostages, the new game boasts a host of enhancements to set it apart from the crowd of first-person shooters. The same one-good-shot-and-you're-dead system survives the transition, promising a frighteningly realistic test of skill and strategy. Enemy intelligence has been tweaked considerably, and the bad guys will attempt to lure you into a cross-fire, or flee quickly when the odds aren't good.


BLUE TEAM
RECON
ORDERS
ROSTER
Arnavisca, Santiago
Assault
Urban Medium
WEAPON #1
HK MP5-A2
WEAPON #2
HK .45 MARK23
ITEM #1
Flashbangs x3
ITEM #2
Flashbangs x3
WAYPOINT
MAP
1

The key to any successful mission is mucho careful planning


Arnavisca
Street1 Medium
Bogart
Assault
UMP 45
0.45 (FMJ)
23
4
ASSAULT
NORMAL
HOLD
ASSAULTING
WAITING
ASSAULTING
WAITING

Pay-back time. Few sights are more pleasing than a dead terrorist

FULL METAL JACKET

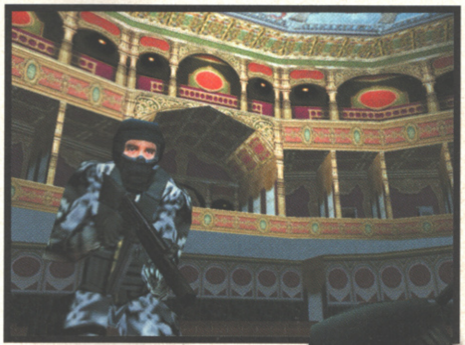
Before each mission you have to select the men for the job, and formulate a plan on how to storm the building before you start. You can allocate one of 20 primary weapons to your men – as fearsome a selection of rifles as you're likely to see – as well as silenced and unsilenced pistols, grenades, smoke bombs etc. A new character class, the sniper, has been introduced to make the task of knocking off undesirables that bit easier from long range.

DEADLY LOOKS

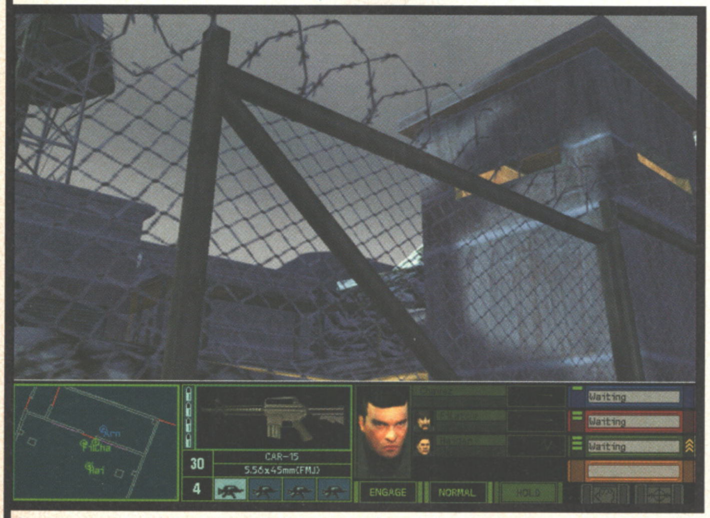
The stakes have also been raised in the looks department. You'll see your team mates breath if it's cold outside, raindrops splash on the ground and enemy troops can be located by following their footprints in the snow. The settings break new ground, from skirmishes in topical warzones to a hostage crisis onboard a Boeing 747 jet. An early highlight is the hostage crisis in a New York museum, where, as well as saving hostages, you must attempt not to damage the priceless artefacts with any gunfights.

TEAM BATTLE

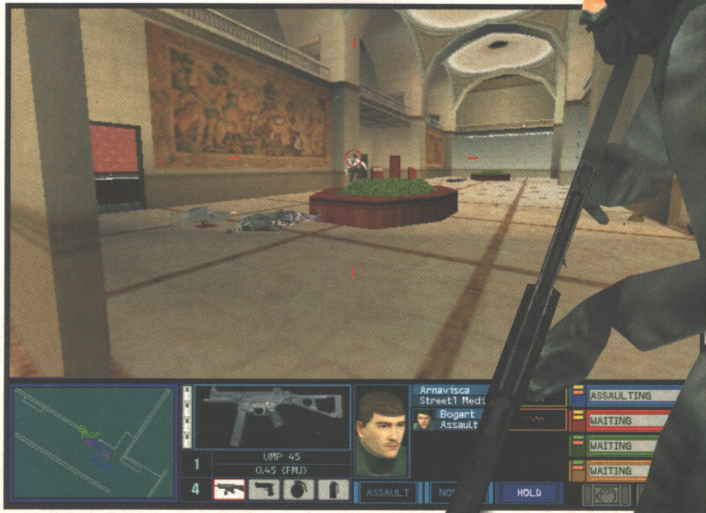
As well as directing the entire squad yourself, the game also features a 16-person multiplayer mode over the Internet. This should provide a completely different experience to *Quake* et al, as blazing away wildly with a loud weapon will see a bullet hole magically appear in your head, courtesy of the rifleman who heard you. The single-player option also allows you to take on a mission – Lone Wolf-style, pitting your one man against the terrorist hordes like those in *Goldeneye*.



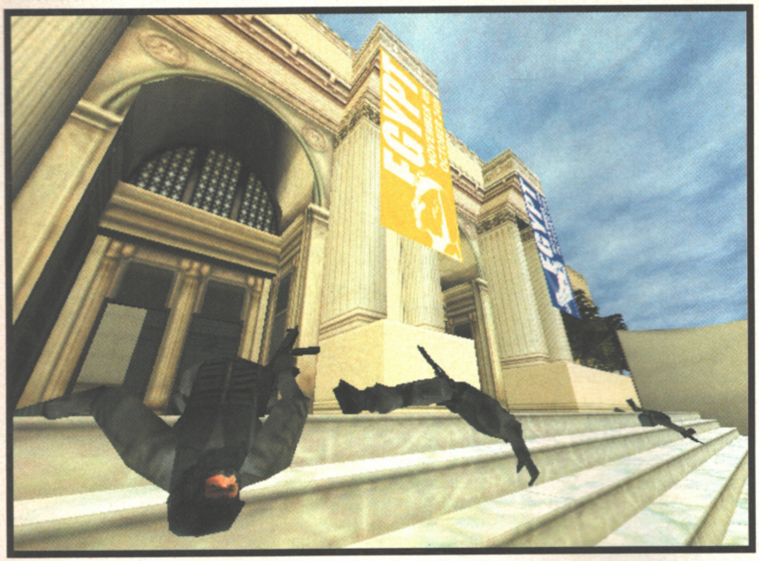
The clothing and skin on the operatives have been given a graphical tweak


CAR-15
5.56x45mm(FMJ)
30
4
ENGAGE
NORMAL
Waiting
Waiting
Waiting

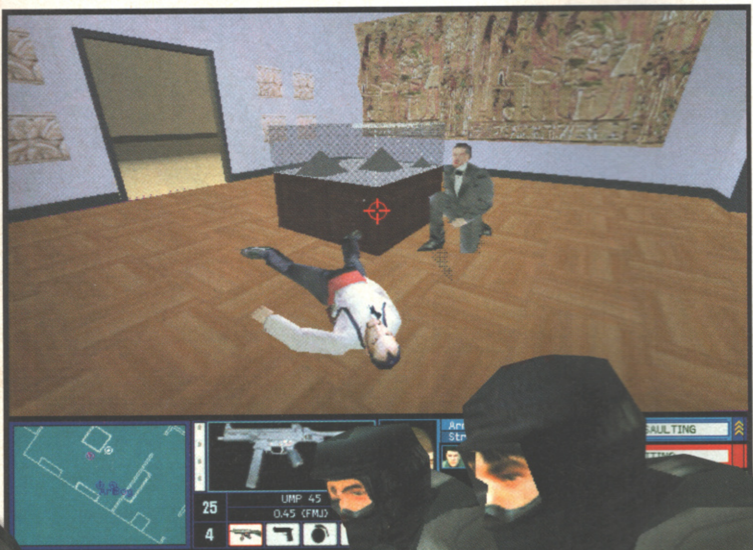
Check out that barbed wire. You'll be climbing over that


Arnavisca
Street1 Medi
Bogart
Assault
UMP 45
0.45 (FMJ)
1
4
ASSAULT
HOLD
ASSAULTING
WAITING
WAITING
WAITING

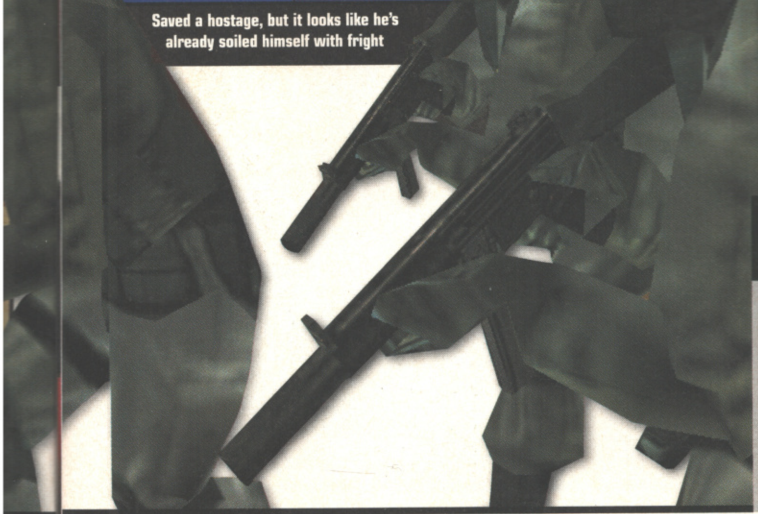
In just over a second this man will have a pretty nasty headache



A bungled mission leaves your team strewn dead on the museum steps. More training needed, perhaps



Saved a hostage, but it looks like he's already soiled himself with fright



We Reckon

Rogue Spear is shaping up to be one of the better action games of the year. A massive improvement on the very good original.

Is this *South Park*? Isn't that Kenny's twin brother?

GORE BLIMEY

Realism at the touch of a button

By PETER WALKER

GORE'S ALWAYS going to be an issue in games trading on their realism, and *Soldier Of Fortune*'s no exception. Particularly when that realism is based on advice from a retired Green Beret and mercenary, and the game is licensed by real-life action mag Soldier Of Fortune itself.

MAX REALISM

You play an, ahem, consultant hired by the US government to do its dirty work: to hunt down four stolen nukes and foil a bunch of terrorists. There's a story-driven plot with 26 levels across ten missions in real-life hot-spots around the globe. *Soldier Of Fortune* boasts ultra-realistic weapons, enemies and environments and a cinematic action-movie feel.

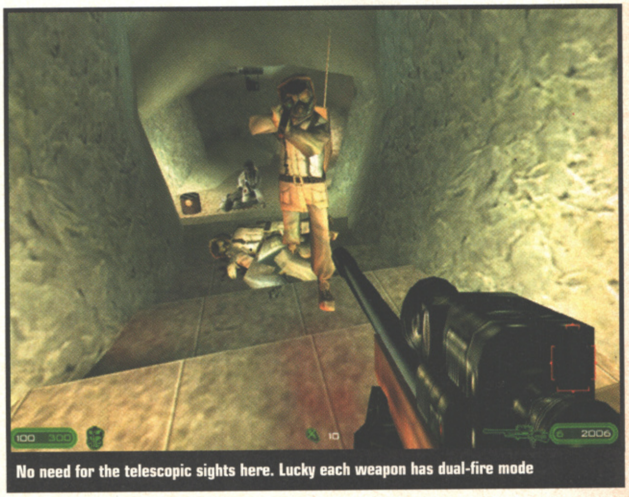
FACTS

GAME:	**SOLDIER OF FORTUNE**
FORMAT:	**PC**
OUT:	**EARLY 2000**
PLAYERS:	**MULTIPLAYER**
TYPE:	**ACTION**
BY:	**RAVEN**
STATUS:	**50% COMPLETE**

You can shoot individual body parts. Plug a leg and the motion-captured enemies hop in pain. You even get to shoot guns from their hands.

BUT DON'T WORRY

So, with all that realism, there's a password-protected parental lock feature to cut out the violence and nasty things that'll turn cute little Timmy into a twisted psycho.



No need for the telescopic sights here. Lucky each weapon has dual-fire mode

2D OR NOT 2D

ONCE UPON a time, your average player would rather have stuck a sword up his jacksy than wave it around in an RPG. But huge hits like *Final Fantasy* (*see* p100 for latest review) have dragged the genre kicking and screaming into the mainstream. So now you don't need a mingin' anorak and penchant for wearing the Holy Codpiece of Doom while chasing goblins to enjoy RPGs.

By PAUL DAVIES & PETER WALKER

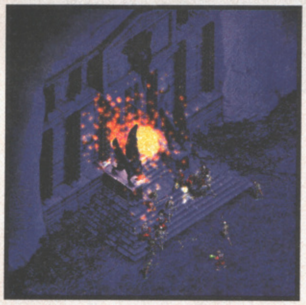
WHAT RPG?

The real question now is what flavour of RPG do you prefer? There's currently a lorry-load of new ones in the pipeline catering for just about all tastes – traditional heavily narrative-driven or action-packed arcade-type games, some 2D isometric affairs, and others claiming 3D engines or beautiful first-person viewing to satisfy graphic-oholics who can't go gaming without a blinding hit of eye-candy. Take a butcher's at what's soon to be in the offing...

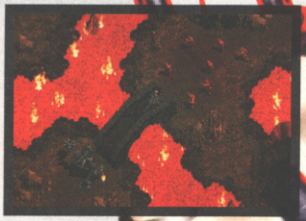
DELICIOUSLY NOX-IOUS

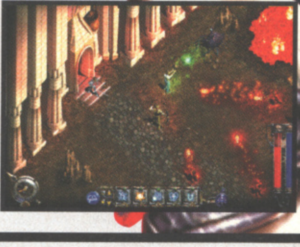
FACTS

GAME:**NOX**
FORMAT:**PC**
OUT:**EARLY 2000**
PLAYERS:**1-8**
TYPE:**RPG**
BY:**WESTWOOD**
STATUS:**75% COMPLETE**



The nightclub queue turns nasty



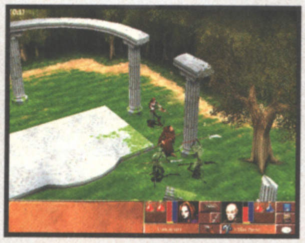


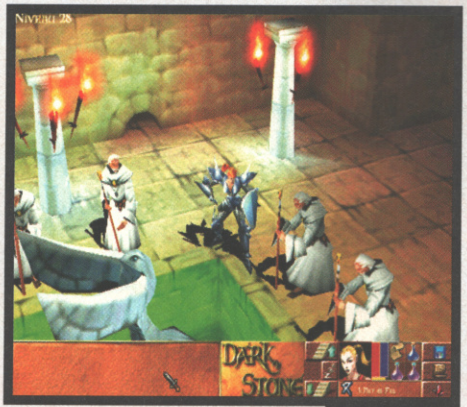
You're an average guy watching TV when suddenly you're transported to the nightmarish world of Nox – still in your t-shirt and jeans. That ought to tell you this RPG's breaking a few moulds. It ain't got your traditional medieval fantasy feel. In fact Westwood claim 'it's almost an Orwellian setting'. The scenery's splendidly interactive and action sees you dodging in and out of spinning, spiked wheels, blocking doors with tables and, uniquely, setting combination trap spells. So action and strategy.

STONE ME

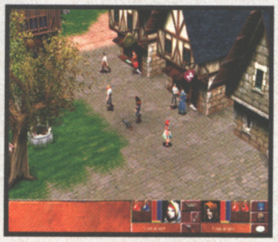
FACTS

GAME:**DARKSTONE**
FORMAT:**PC**
OUT:**OCTOBER**
PLAYERS:**1-8**
TYPE:**RPG**
BY:**EA/ DELPHINE**
STATUS:**90% COMPLETE**





3D characters are huge and massively detailed



Zooming out allows you to see further

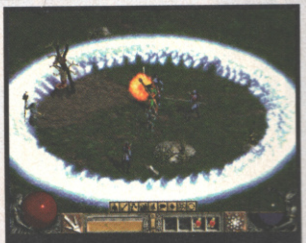
You've got to be looking for trouble here

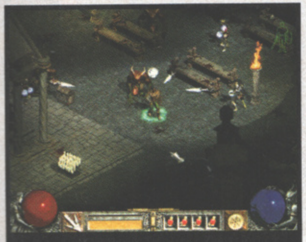
If flat-looking 2D graphics prevent you from enjoying great RPGs, *Darkstone* is the answer. Though it may look like a cartoon variation of *Diablo*, this unique look isn't just different, it's useful. With everything in 3D it's possible to zoom in or out to get a wider view or examine areas in detail. There's still plenty of beasties to hack to bits and plenty of backpack rummaging. Randomly generated scenarios means good replay value, too.

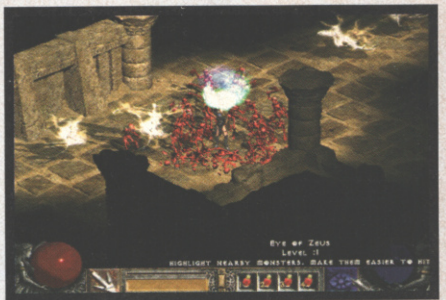
DECIDEDLY DIABOLICAL

FACTS

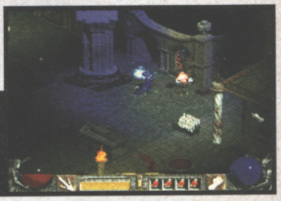
GAME:**DIABLO 2**
FORMAT:**PC**
OUT:**XMAS 2000**
PLAYERS:**1-8**
TYPE:**RPG**
BY:**BLIZZARD**
STATUS:**80% COMPLETE**


Some spell effects to die for


Nice sinister feel to the dungeons


Eye of Zeus
Level :1
Highlight nearby monsters. Make them easier to hit

Action-packed fighting frenzies aplenty


The barbarian does a smart job of kicking some skeletal butt

Instantly accessible arcade-style action and yummy graphics made the original a huge hit in the US. The sequel looks set to be bigger and better – more character classes, more landscape variety, smarter beasties and more non-player characters as well as shedloads of more quests.

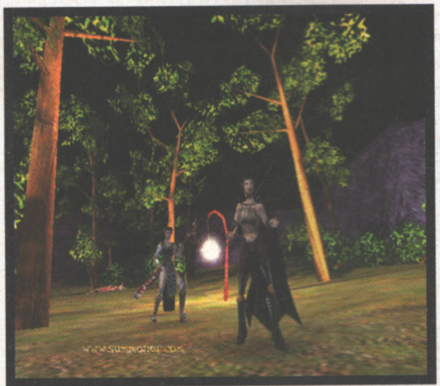
Even better, online players will now be able to kill or co-operate with up to seven others from around the globe on Blizzard's excellent Battle.net servers. 3D acceleration isn't needed but if you've got a 3Dfx card your special effects will look even tastier. Gimme, gimme, gimme.

CALL TO ARMS

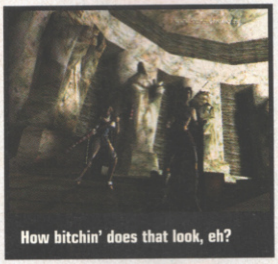
FACTS

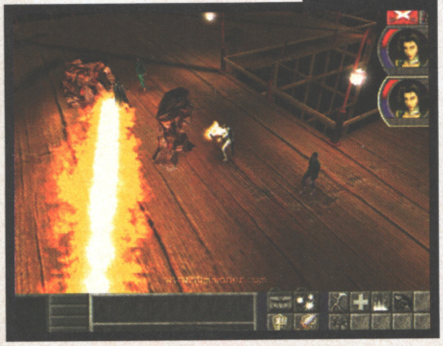
GAME:**SUMMONER**
FORMAT:**PC**
OUT:**LATE 2000**
MULTIPLAYER:**YES**
TYPE:**RPG**
BY:**VOLITION**
STATUS:**50% COMPLETE**

Just one look at the screenshots tell you this is going to look darned pretty. It's still early days but it's promising massive amounts of weapons, spells, monsters and characters, a deep storyline, fabulous spell-effects and an easy-to-learn combat system. Volition reckons it's built the best rendering engine ever seen in an RPG and is currently working on the in-game interface and combat. If the rest of the game is anything like these shots, it's going to be an absolute must.

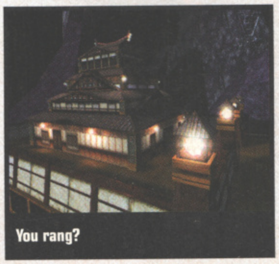


Nice trees, wood you believe it, ha, ha, ha, ha, ha, ha... sorry


How bitchin' does that look, eh?



The effects are so hot they could burn


You rang?

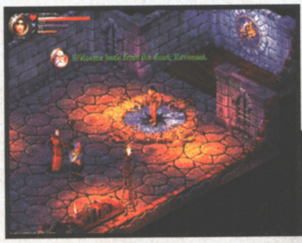
RAVE-NANT

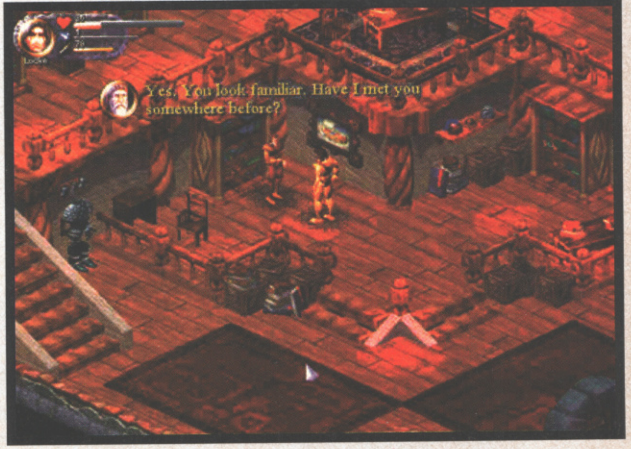
FACTS

GAME:**REVENANT**
FORMAT:**PC**
OUT:**NOVEMBER**
PLAYERS:**1-8**
TYPE:**RPG**
BY:**CINEMATIX**
STATUS:**90% COMPLETE**

You've been brought back from the dead in nowt but a pair of brown underpants. If you don't die of embarrassment, *Revenant* promises to combine the best bits of several genres into something unique, according to Cinematix. First impressions are of a somewhat more dialogue-driven game with a compelling plot involving lots of chin-wagging from the start.

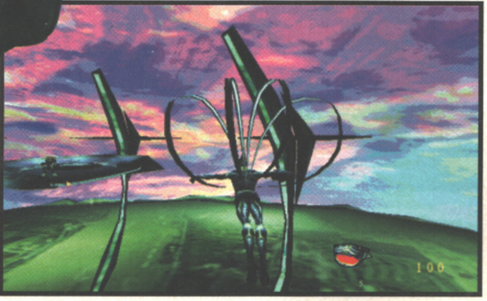
Once you've waded through that though, there's also enough real-time monster-bashing to satisfy action freaks and some interesting spell combinations to experiment with. Nice looking lighting, too.


Don't worry, your pants are meant to be brown – but not *that* brown


Yes. You look familiar. Have I met you somewhere before?

Jaw, jaw, jaw. Where's the war... war?

3 LITTLE LETTERS SPELL BIG TROUBLE



Kurt takes to the skies by gliding from one high platform to another

FACTS

GAME: **MDK 2**
FORMAT: **PC, DREAMCAST**
OUT: **DECEMBER**
PLAYERS: **1**
TYPE: **ACTION-SHOOTING**
BY: **BIOWARE CORP.**
STATUS: **75% COMPLETE**

By ALEX HUHTALA

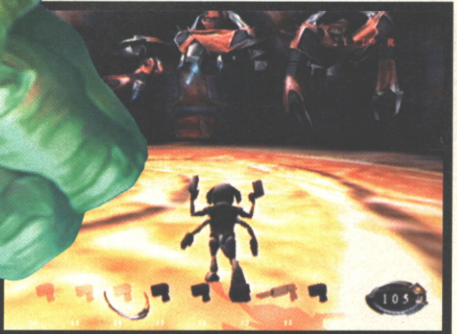
***MDK 2* will appear on PC and Dreamcast this Christmas, a sequel to the PC smash that looks to add more fun with extra characters and plenty of new ideas.**

STARGLIDER

A sci-fi-based shooter, *MDK* put you in the shoes of Kurt on his mission to stop the Stream aliens invading earth. He had a few neat tricks up his sleeve, including the ability to glide around levels, call for back-up in the shape of robotic dog, Max, plus he made good use of a sniper rifle before Bond showed up with *Goldeneye*.

THREE-IN-1

The sequel sees the Stream aliens knocking on Earth's door once more. But this time Kurt is not alone in his fight. His robotic chum Max is also a playable character, plus the inventor Dr Hawkins. The three characters have varying abilities, with Kurt now enjoying the use of a cloaking device, enhanced sniper mode, and he gets to play with new weapons and ammunition, like bouncing sniper shots.



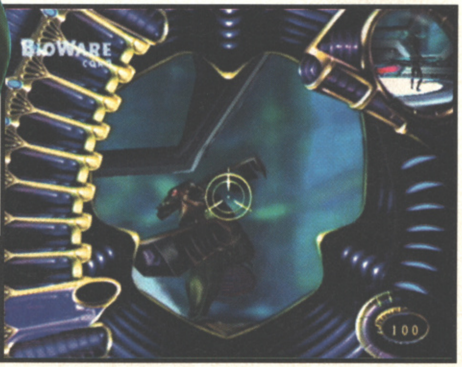
Max makes good use of his extra arms by blasting all around him

FISH BOWL

Max makes use of his six arms by carrying as many weapons as possible, while Dr Hawkins must solve puzzles by making weapons out of objects he finds on his travels. He can turn items, like a toaster, fish bowl and alcohol, into a deadly weapon. Due to their mixed abilities, the three will negotiate their way through a variety of levels suited to their characteristics.

BETTER DREAMS

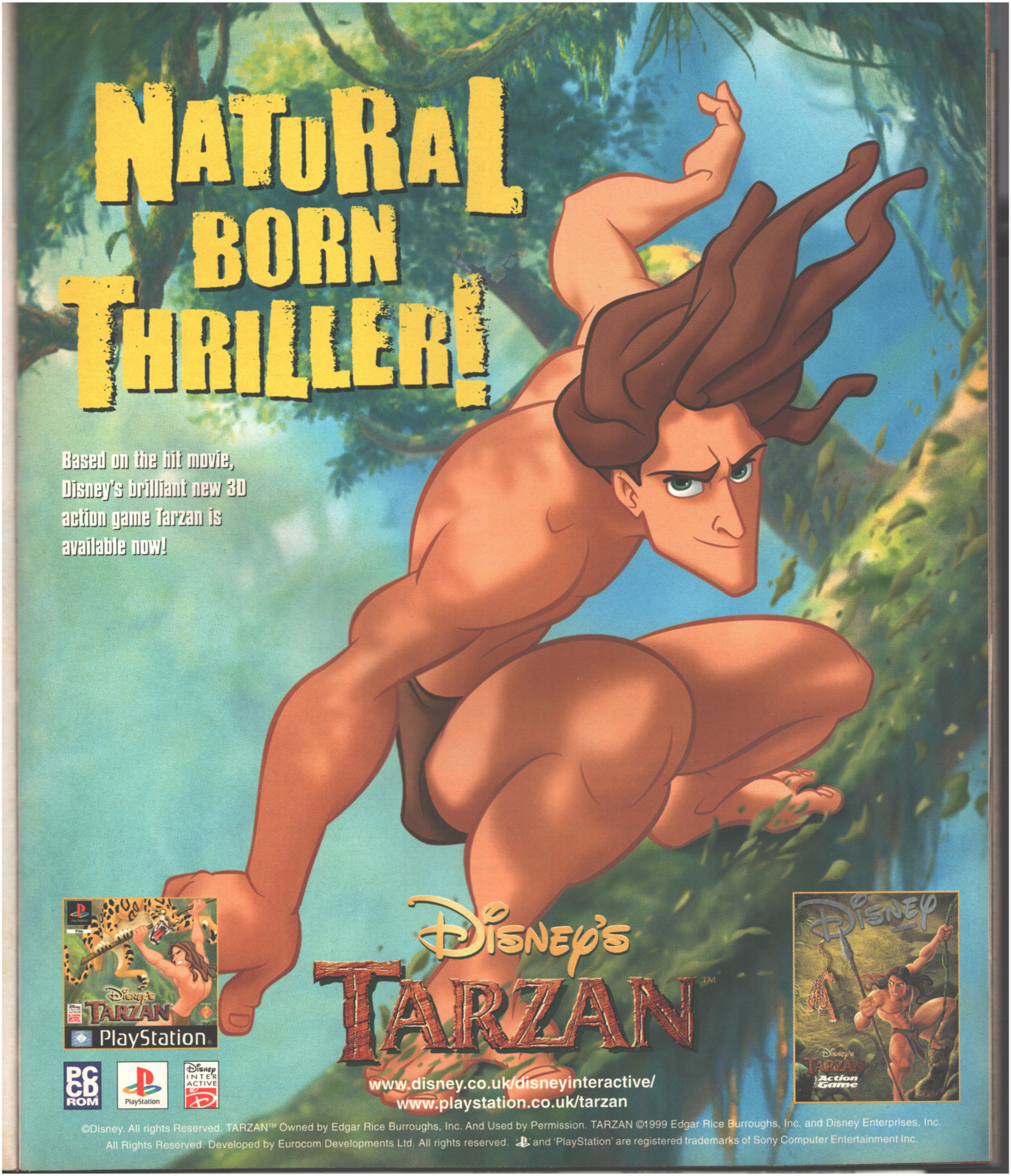
The game will appear on Dreamcast a month before the PC version arrives, with the Dreamcast boasting a better looking game, thanks to effects like real-time shadows and multiple layers of transparencies. Fans of the original will be pleased to see familiar weapons return, such as the World's Most Interesting Bomb and the World's Smallest Nuclear Weapon, plus new additions like the Black Hole Bomb and Mini-Trampoline.



A lot of the game still requires you to shoot enemies from a distance

We Reckon

The original was a solid game that was better suited to a console rather than PC. The sequel should be more appealing, with a greater variety of things to do.


NATURAL BORN THRILLER!
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PAL
Disney's TARZAN
PlayStation
PC CD ROM
PlayStation
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Disney
Disney's TARZAN Action Game
Disney's
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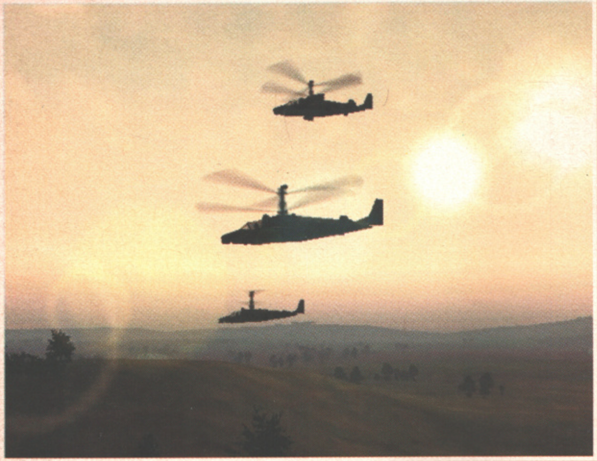
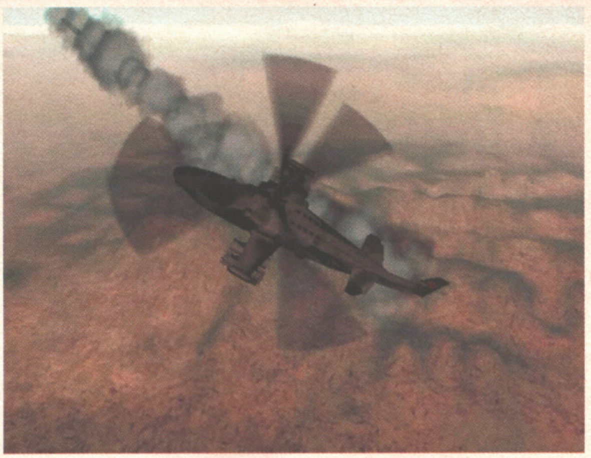


Lens flaring and tasty weather effects are promised – fly into snow or rain and it'll obscure your view, so you'll have to use wipers



Armed with bombs, unguided rockets, laser, wire-guided and air-to-air missiles. So don't feed the 'gators, they really bite

ALLIGATOR BITES

Battle of the crocs sim with plenty of Russian intelligence

By MATT HOWELL

***KA-52 TEAM Alligator*'s promises to set ecstatic propellerheads spinning and chopper sims soaring to new heights. If leading a whole flight of Russia's top-secret elite choppers through vertical loop-the-loops and barrel rolls across the war-torn Steppes and mountains of the former Soviet Union isn't damned exciting enough, then there's the whole Team aspect to look forward to.**

RPG SIMILARITIES

For the first time in a gunship simulator, you have the chance to develop every crew member in your 16-strong squadron. Do well and they improve. So play them all or you could make one 'gator the Red Baron.

BUT NOT AN RPG

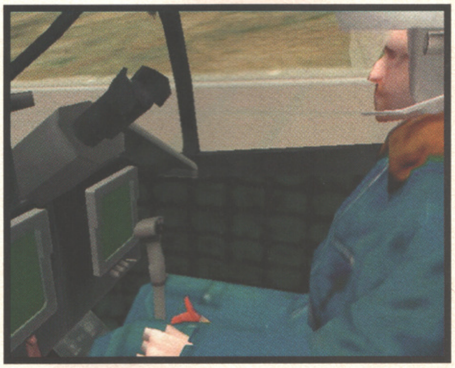
Terrain varies, from forests to tricky mountain canyons, while buildings don't look as repetitive as other chopper sims. You can create craters, bullet-mark walls and blow bits off the game's 150 vehicles. There's also civvies to massacre.

LOOK, NO BIG CHOPPER JOKES

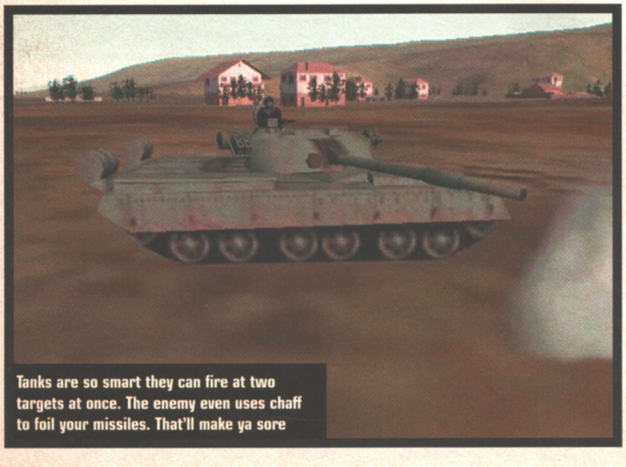
Play mini-scenarios or full campaigns, where failing one mission will generate another; but there are also instant action and various multiplayer options. The real-life *Alligator* is so top secret, you already know too much. So, it's off to the labour camps with you, comrade.

FACTS

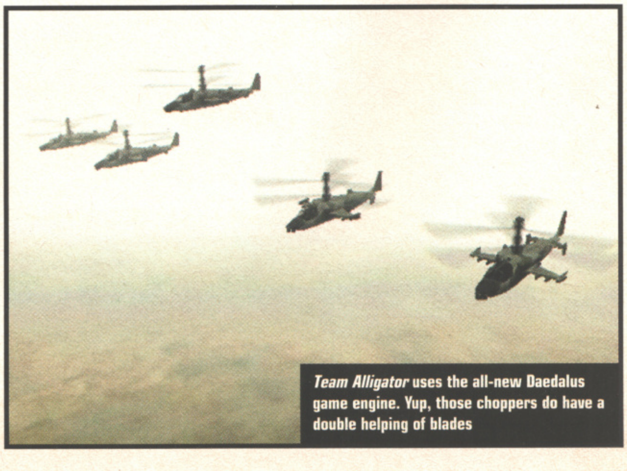
GAME: **Ka-52 TEAM ALLIGATOR**
FORMAT: **PC**
OUT: **DECEMBER**
PLAYERS: **1-8**
TYPE: **CHOPPER SIM**
BY: **SIMIS**
STATUS: **85% COMPLETE**



That's your weapons officer. You can even see his glasses. They're not Calvin Klein, though. More like Lada



Tanks are so smart they can fire at two targets at once. The enemy even uses chaff to foil your missiles. That'll make ya sore



Team Alligator uses the all-new Daedalus game engine. Yup, those choppers do have a double helping of blades

We Reckon

Simplified flight control options should also make it accessible. Developing your team should add a whole new strategic element to chopper sims. Could be excellent, comrade.

MAKE WAR NOT LOVE

Enter the battle war zone at your peril

By PETE WALKER

ACTION AND strategy fans are united again in an explosive sequel combining the two types of game. Real-time 3D action strategy game, *Battlezone*, never quite made it big with *Quake* or *Command & Conquer* players. Now it's back, and promising to win plenty more converts.

WHAT IS IT?

You build bases and create units to complete missions. Camera angles can be changed to make this easier. Sounds like C&C, but wait… when not building, you're fighting first-person, inside vehicles or on foot, and shredding enemies – shooter-style.

HEY, GOOD LOOKING

Impressive ground fog, multiple lens flares and rippling water effects bring the alien planets to life. Each is themed and is inhabited by carnivorous wildlife, making it dangerous (not to mention fairly scary) to bail out and snipe on foot.

PLOT BREAKS NEW GROUND

Ingeniously, players can also switch sides part of the way through the plot. *Battlezones 2's* artificial intelligence means units will improve with experience and even leg it like cowards. Multiplay includes shooter-style and strategy deathmatch along with new teamplay modes. Or you could stuff it all and run around planting explosives on trees. Should cater for most tastes, then.

FACTS

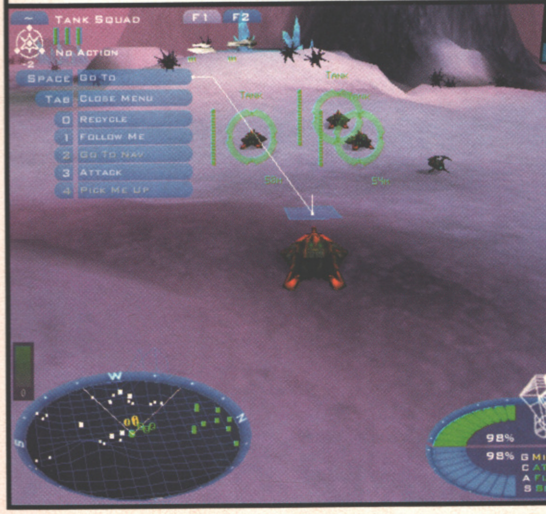
GAME:**BATTLEZONE II**
FORMAT:**PC**
OUT:**OCTOBER**
PLAYERS:**1-8**
TYPE:**STRATERGY**
BY:**PANDEMIC**
STATUS:**90% COMPLETE**

We Reckon

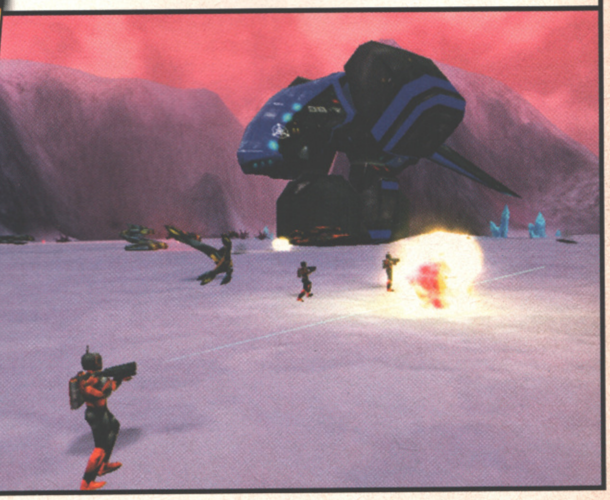
If you think 3D action strategy games are the spawn of Satan, then forget it. Otherwise, better gameplay, AI and an easy interface mean this could be a contender.

Guided missiles, mortars and mines are among the 25 deadly weapons. Customise or switch vehicles on the battlefield. Units are unique to each side and even morph

BATTLEZONE II
COMBAT COMMANDER
ACTIVISION



It's *Quake*. No, it's *Command & Conquer*. Actually, it's neither and a little bit of both. So there



Some missions begin inside drop vehicles. You can also go down tunnels and inside buildings. Pandemic's even considering letting you mess with enemy production lines

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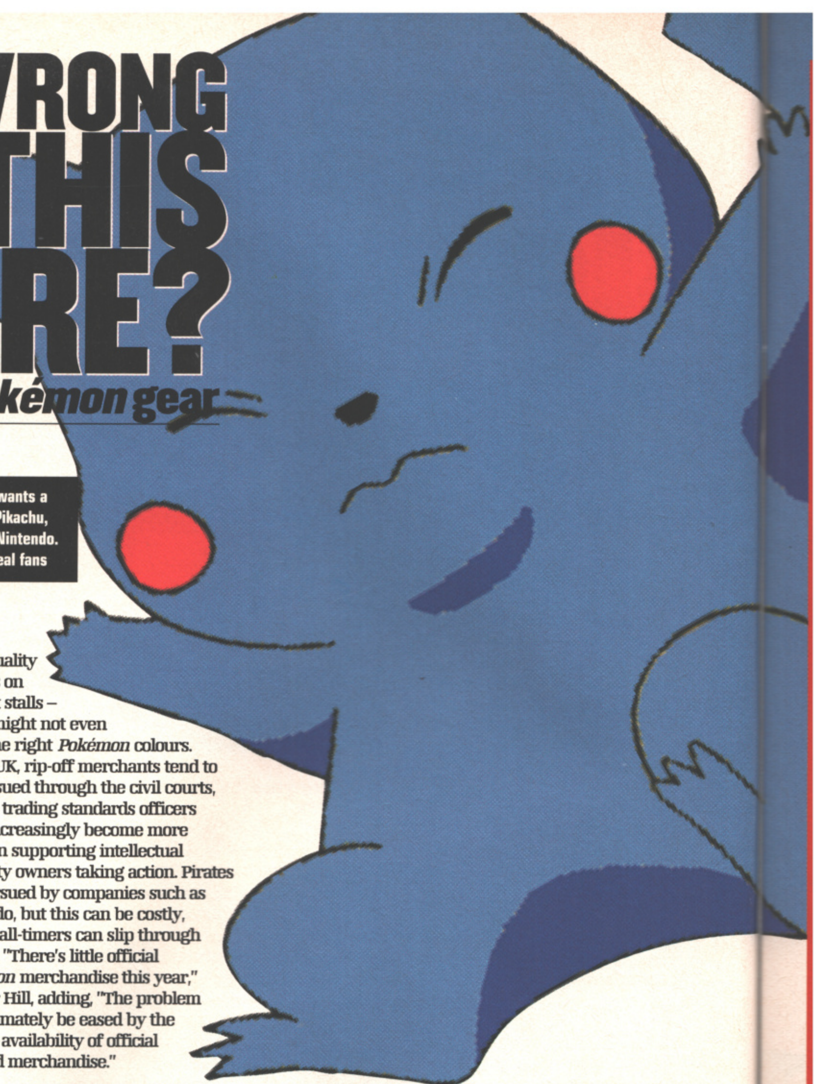
It makes the bass bump, everybody jump and our booty grind 'n' ting

emap active

WHAT'S WRONG WITH THIS PICTURE?

Alert over rip-off *Pokémon* gear



Who wants a blue Pikachu, asks Nintendo. Not real fans

OFFICIAL MERCHANDISERS are warning UK players to be on their guard against a wave of ripped-off *Pokémon* gear. The alert follows a flood of hookey merchandise in the US, including ripped-off toys, action figures, school supplies and cards.

FRENZY

As the UK prepares for a *Pokémon* feeding frenzy surrounding the game's release here at the end of October, it's feared merchandise pirates will also be preparing to cash-in on the craze. Nintendo have already stepped up their worldwide war against *Pokémon* pirates in the US, vowing increased legal action and customs seizures.

"We all like a bargain but if it's an illegal bargain we all pay for it in the end", said Clive Hill, of 4 Kids Entertainment Group, which is Nintendo's licensing agent for the UK.

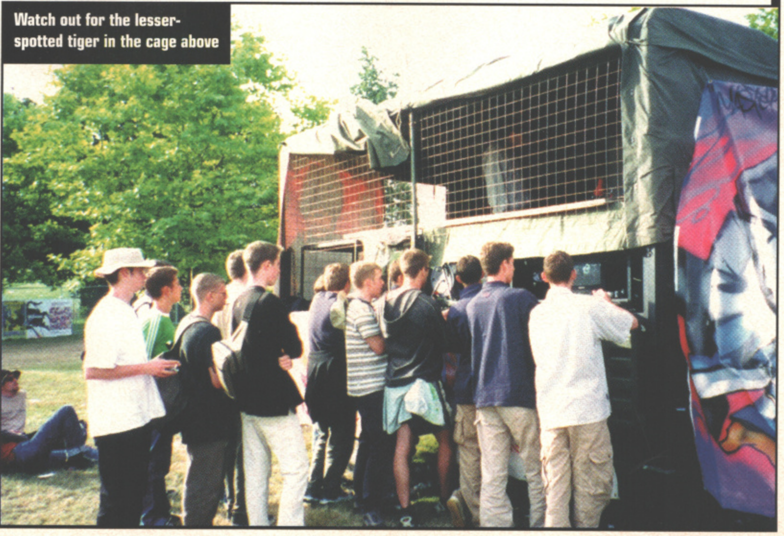
COURTS

Pokémon fans are being urged to check for official logos and beware poor-quality rip-offs on market stalls – these might not even have the right *Pokémon* colours. In the UK, rip-off merchants tend to be pursued through the civil courts, though trading standards officers have increasingly become more active in supporting intellectual property owners taking action. Pirates are pursued by companies such as Nintendo, but this can be costly, and small-timers can slip through the net. "There's little official *Pokémon* merchandise this year," said Mr Hill, adding, "The problem will ultimately be eased by the greater availability of official licensed merchandise."

WU BETTER BELIEVE IT

TRUCKIN HELL!

Wu Tang Clan's on the move round the UK in an armoured truck, so players can get a taste of the PlayStation fighting game featuring the notorious US rap collective. Publisher Activision's specially customised vehicle is fitted with four TVs facing outwards, so 16 people can play the game, which is the PlayStation's first four-way fighter. Behind the TVs are decks for a hip-hop DJ. Drive-by shooting victim and rap DJ Tim Westwood has been roped in to host regional heats running up to the *Wu Tang: Taste The Pain's* release on Bonfire Night. "The best beat 'em-up game of all time with all the flavour of Wu Tang. Taste The Pain is blazing hot," said Westwood. So hot it's got slapped with an 18 certificate.



Watch out for the lesser-spotted tiger in the cage above

YOUR KNOCKOUT PUNCH

Overwhelming 'We're no killers' poll

ON'T BAN OUR GAMES, WE'RE NOT KI

's the message game players are screaming as pressure mounts to ban violent gam

How we revealed reaction on the street in Issue 213

THOUSANDS OF Computer and Video Games readers have totally rubbished claims that games lead to real-life violence. An overwhelming nine out of every ten voters opted to clear the names of gamers in the wake of recent violent tragedies. Our website and poll hotlines have been swamped as readers queued to register their views. Literally thousands of you voted in the biggest-ever response we've had to a reader survey. And a staggering 91 per cent of you wanted the world to know that enjoying computer games doesn't turn players into killer psychopaths. That's a powerful message to anti-violence campaigners.

RAW NERVE

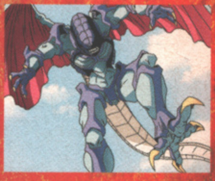
The sheer number of you who felt moved to register your views proves our poll hit a raw nerve in the gaming community. In recent years it's been implied that there's a link between a number of tragic, violent events and the playing of violent games. That suggestion has cast a dark shadow over gamers worldwide – the vast majority of whom are sane and law-abiding. We gave you the chance to have your say. Your response was overwhelming and clear – you're no more likely to be killers than the rest of society. Here, at Computer and Video Games, we agree. Editor Matt Howell said, "Killers may play computer games but playing computer games doesn't make you a killer. We've seen no proof linking gaming and real-life killing. We understand people need an explanation for tragedies like school killings in the US."

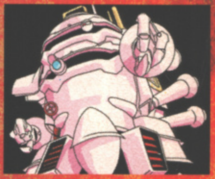
MISGUIDED

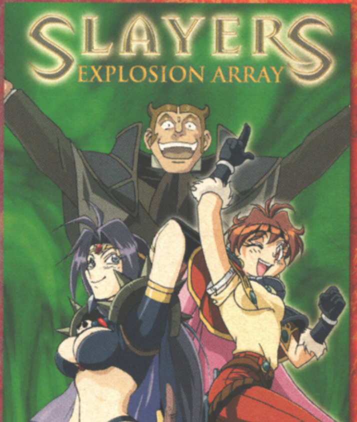
But we believe it's misguided to use circumstantial evidence to imply a connection with playing games like *Doom* or *Quake*. Decades ago, the movie world was tarred with the same brush. Many outcries and headlines later, there still seems to be no proof of a link there, either. Now the playing community and games makers are in the firing line. Gaming's a relatively soft target – it's only just beginning to be recognised as a mainstream interest and the multi-million pound industry has only started to get the respect it deserves. Till then, it's up to you to make yourselves heard. Through our resounding poll result, you just did.

> **"Games don't make players killers"**
>
> **Matt Howell, Editor**

SAKURA WARS
Spirit Warriors in Machines of Steel!
English Language Version
PG







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PG
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Snippets

Cutting news nibbles

■ Blizzard has announced a sequel to the popular *WarCraft* strategy series. *WarCraft III* will combine roleplaying with strategy and will feature a storyline and loads of non-player characters to interact with.

■ Good news for bargain gaming. Entertainment chain Blockbuster has been trialling PC games rental with special encryption to stop pirate gamers.

■ *Lemmings* ain't dead yet – Psygnosis is considering a new version of the game called *Lemmings Revolution* featuring a proper 3D environment. Within days of hearing the news, around 76,000 players rushed to download a pre-Alpha demo.

■ PC maker Hewlett-Packard and phone company Ericsson have teamed up to unveil a new cost-cutting way of paying for games. Jalda is a system built into PC game CDs giving players the chance to pay per play, among other choices.

■ Online gamers using free ISPs can now opt for the BBC's free service. The Beeb has been slammed by rival LineOne, due to fears that it will 'stifle the proper commerical development of an important UK market'.

■ A £3m, eight-foot-tall, two-ton robot called Sonic Boom could be the world's first android rock star. Sony has signed up *Sonic Boom* as the rapping, dancing front-bot for a band called G.I.A.N.T.

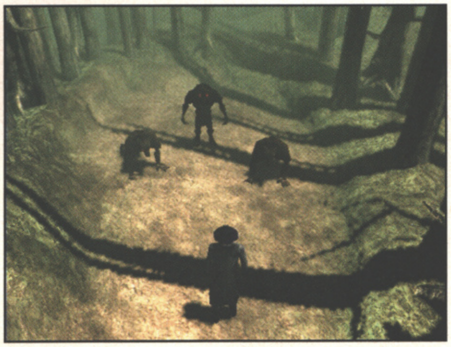
■ The winning team of the robot football world cup and morphing machines that let you see yourself as a different gender or race will star among the attractions at the Millennium Dome.

■ A barrage of blue, blistering speed hits the video screen on 1 November when Sonic The Hedgehog – The Movie goes on sale for £12.99.

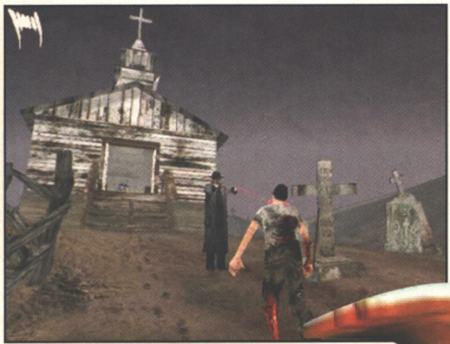
■ Furbies had kids! Furby Babies, the latest version of the hi-tech cuddly toys, learn to talk, burp and go for a dump – they'll even chat to your original toys.

CHILLED TO THE BONE

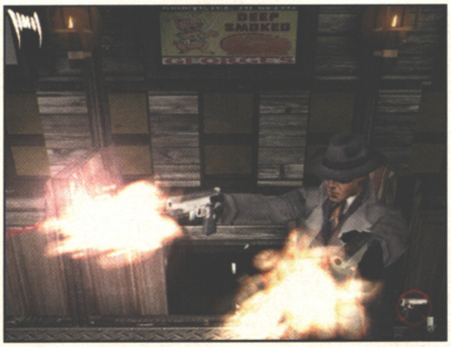
Kiss goodbye to a good night's sleep



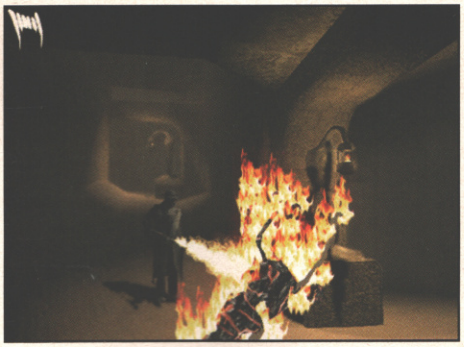
Cornered. But just enough time to admire that great real-time fog



A superb array of seriously creepy pre-rendered backdrops



Action-packed? Oh, yeah. Superior attention to detail, too



Jeez, this tunnel's dark... ahh, that's better, nothing like a blazing inferno to light the way. The selection of weapons look the business, and the black feel to the game builds and holds the sweaty tension

FACTS

GAME: **NOCTURNE**
FORMAT: **PC**
OUT: **LATE NOVEMBER**
PLAYERS: **1**
TYPE: **ACTION ADVENTURE**
BY: **TERMINAL REALITY**
STATUS: **80% COMPLETE**

PC PLAYERS are gonna need to buy a sofa to hide behind for action-adventure chiller *Nocturne*, where *Resident Evil* meets old horror and gangster flicks head on.

THRILLS, SPILLS

Vampires, zombies, werewolves, silver bullets, stakes, tommy guns – it's all there, and set in the coolest era of the 20th century – the 30s. You play either the trilby and trench-coated Stranger or shapely professor Doc Holliday. Both work for Spookhouse – a government agency dedicated to making the undead – dead again.

The action is seen in third-person, and damned effective it is too, as you spin wildly around defending yourself in darkened rooms and zombie-filled graveyards. Movement looks like it'll take a little while to master – but it should be well worth the effort. Or use the auto-aiming option to dive into the action.

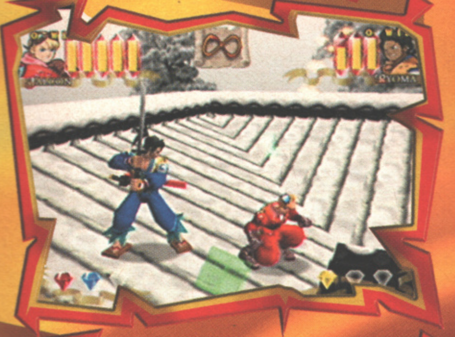
AND CHILLS

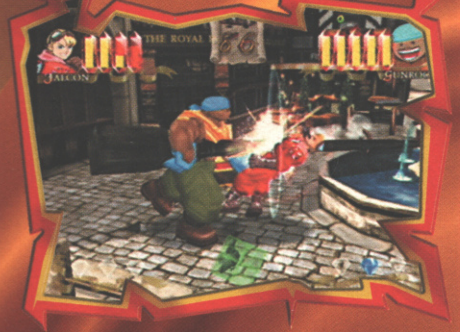
Make no mistake – this game looks delicious. Cinematic landscapes are varied and spookily beautiful, real-time lighting casts shadows and drifting fog – even the Stranger's trench-coat flaps about him as he moves. In one episode aboard a moving train, the lens flare from your torch adds to the brooding atmosphere as you fumble in the terror-filled dark picking off were-wolves. Skeletal-based animations make character movement realistic, and damage to scenery and bodies has an authentic feel. Blow a limb off and there's blood every-where. Bodies stay where they drop.

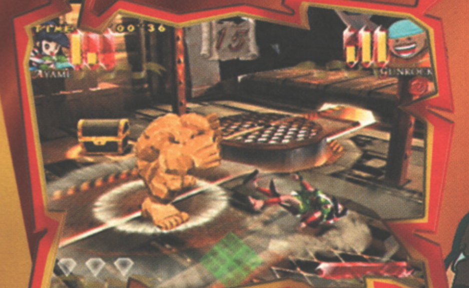
Wrap it all up in a good range of missions and you're gonna be chilled to the bone.

WE RECKON

Horror action-adventure never looked this good on the PC. Forget *Resident Evil*. This promises to be much cooler, leaving you feeling distinctly spooked







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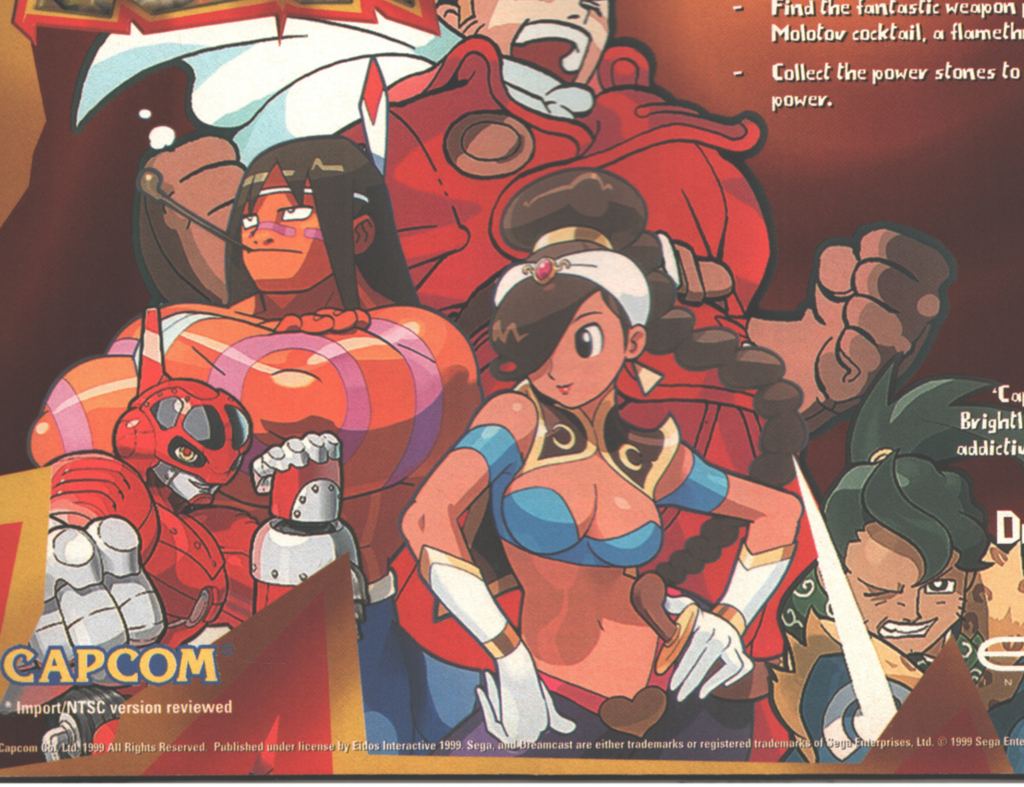
Dreamcast
POWER STONE
CAPCOM
EIDOS

'Capcom has created an instant classic. Brightly hued, unstoppably playable, fiercely addictive, this is videogaming at its raw best.... Buy it'

Dreamcast UK 9/10



CAPCOM

* Import/NTSC version reviewed

EIDOS INTERACTIVE

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Dreamcast

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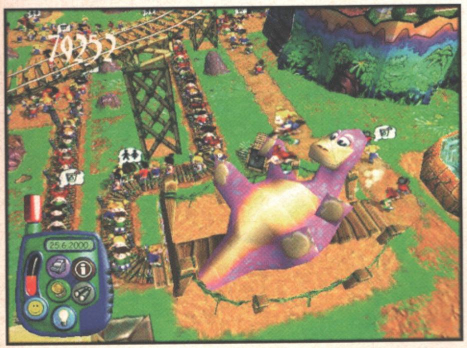
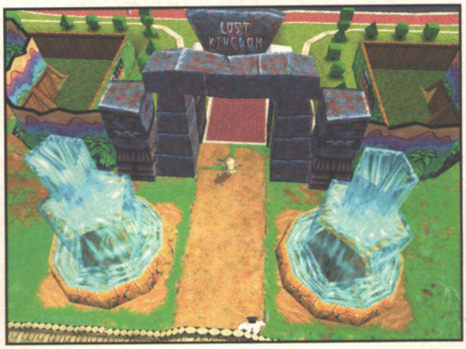
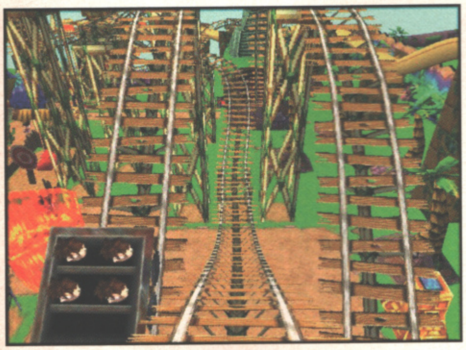


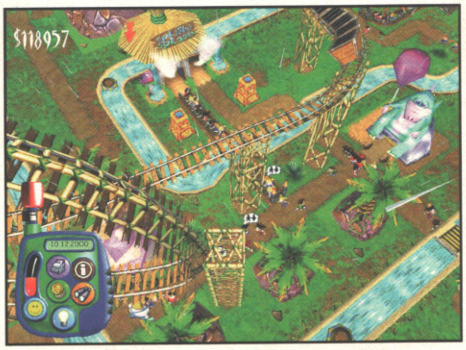
Fulfill your psychotic culinary fantasies by fixing the food to make these kids hyper



For the first time in this series you can take your coaster creation for a test ride and see your park in fantastic 3D



Create the maddest-looking rollercoasters and log flumes you've ever seen with the flexible track-building interface



Build exciting go-kart and water-rapid rides complete with crossovers, jumps and tunnels. Your imagination is the only limit

"Do it wrong a

CHUNDER WONDER RETURNS

Barf-a-minute sim's back in town

FACTS

GAME: **THEME PARK WORLD**
FORMAT: **PC/PLAYSTATION**
OUT: **NOV/JAN**
PLAYERS: **1**
TYPE: **SIM**
BY: **BULLFROG**
STATUS: **70/80% COMPLETE**

THE ADDICTIVE sim series that made it fun to clear up sick is back – and this time it wants to take the whole gaming world on a riotous *Theme Park* ride. No longer content with the successes of the original *Theme Park* or *Theme Hospital*, Bullfrog has honed its latest offering to widen the appeal with this rollercoaster of a game!

New handy advisor system should make *TPW* easy to pick up

You'll quickly notice that with its cute cartoon graphics and fun, uncomplicated feel, the game is meant for a wider audience. It currently promises to be less objective-led and more open-ended than earlier *Theme* games, so players can choose to spend more or less time on resource management. '*Theme Park World* isn't about winning or losing – it's about pleasing customers and keeping them in the park! It's about exploring and tinkering and has appeal across all ages and genders,' according to Bullfrog producer, Jeff Gamon.

GAME AIM

That said, you'll start with access to only two of the four themed parks – Halloween, Lost Kingdom, Fantasy and Space – each of which has 100 different rides, concessions and attractions to build with. You'll have to do well enough with the first parks to be awarded golden tickets and keys that will let you loose on the other two themes. The game's aim sounds simple – concoct the world's most exciting and fun-packed parks. Starting with an empty plot, you lay out the paths, choose and build the rides. If your rollercoaster isn't scary enough, just add huge drops and loop-the-loops. Then let the kids in and make some money. There's even a handy advisor who gives pearls of wisdom on what your park needs. Then there's the resource management. If you choose to get stuck in to this, it promises to be just as hugely rewarding as in earlier *Theme* games. Hire and fire staff, hike up admission prices, nobble the burgers to make kids hyper. But be warned, do it wrong and your theme park could become chunder city. Nothing like a spot of behind-the-scenes manipulation to satisfy those megalomaniac tendencies.

IN A SPIN

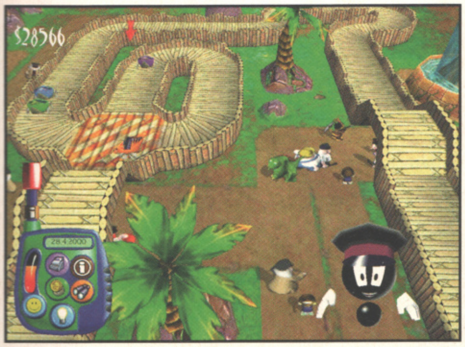
Visually, *Theme Park World* does for the earlier *Theme* games what Bullfrog's awesome *Syndicate Wars* did for the original *Syndicate*; now you can rotate and zoom in and out to see your creation from every angle. You can even take a ride yourself, and experience your handiwork. Ah, glorious 3D. And best of all, the new game engine will include a software renderer so you don't need 3D hardware to play. A humorous game that promises great fun for a wide range of ages and PC specs. Halle-bloody-luja. Hope it works.

WE RECKON

This *Theme* could be a dream ticket for sim heads; or lightweight candyfloss. We'll have to play the game to see if only the interface has been streamlined to make it more accessible to all, or whether Bullfrog have pulled off a masterstroke that genuinely appeals to almost everyone.

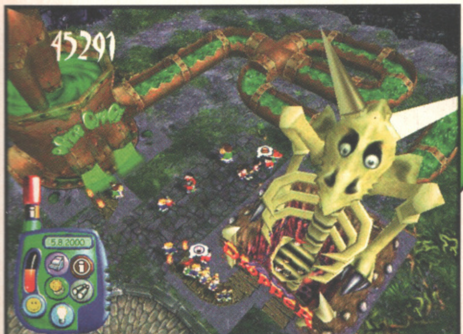
The sky's the limit. Aim to make your ride scarier by adding huge drops and loop-the-loop

and your park will be chunder city"



Dead proud of your creation? Then post it on the Net and wow 'em round the globe. It's also a good way of getting feedback – if your ride is too sick-inducing you might want to change it

Sit back, tinker with attractions like this and eat up some tasty eye-candy – but don't leave your park unattended for too long…



Make 'em scream, make 'em dry! Simple interface and tasty graphics allow you to create, explore and run your own fantasy world

PLAYSTATION VERSION

The PlayStation version is set to be very similar, though some features and the interface will probably vary and obviously you can forget online stuff.

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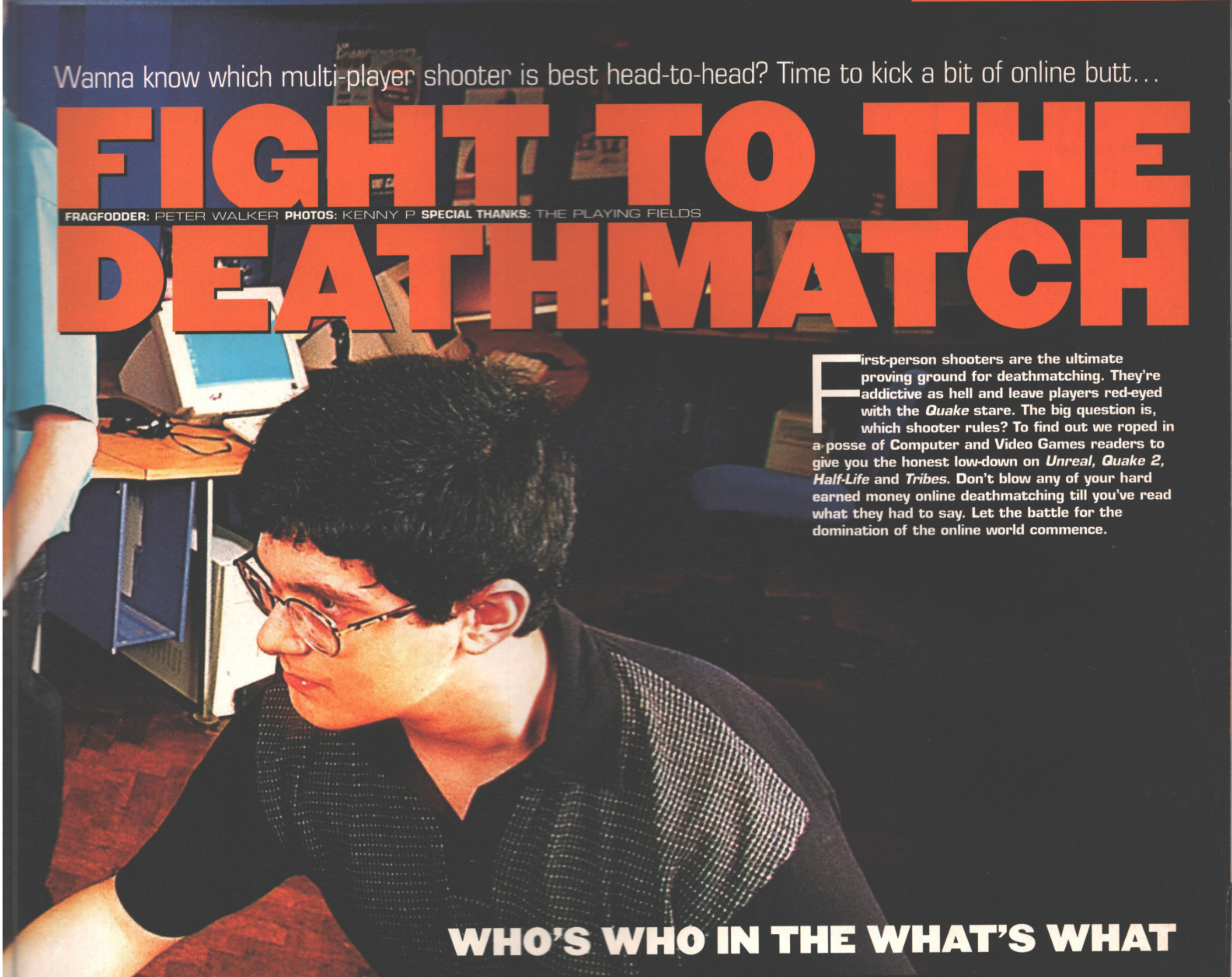
You Have The Power
You Have The Power
PER 2
CONTROL
TROL

Wanna know which multi-player shooter is best head-to-head? Time to kick a bit of online butt…

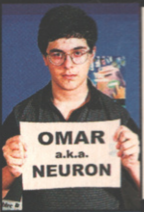
FIGHT TO THE DEATHMATCH

FRAGFODDER: PETER WALKER **PHOTOS:** KENNY P **SPECIAL THANKS:** THE PLAYING FIELDS



First-person shooters are the ultimate proving ground for deathmatching. They're addictive as hell and leave players red-eyed with the *Quake* stare. The big question is, which shooter rules? To find out we roped in a posse of Computer and Video Games readers to give you the honest low-down on *Unreal*, *Quake 2*, *Half-Life* and *Tribes*. Don't blow any of your hard earned money online deathmatching till you've read what they had to say. Let the battle for the domination of the online world commence.

WHO'S WHO IN THE WHAT'S WHAT



NAME: **OMAR AL-KHAYATT**
AKA: **NEURON**
AGE: **15**
FAVE GAMES: **HALF-LIFE**
MACHINE(S) OWNED: **PC, N64**
MULTIPLAYER VIRGIN?: **NO**

ALEX
a.k.a.
BUZZ

NAME: **ALEX PYPER**
AKA: **BUZZ**
AGE: **15**
FAVE GAMES: **UNREAL**
MACHINE(S) OWNED: **PC, N64**
MULTIPLAYER VIRGIN?: **NO**

PETE
a.k.a.
NITRO

NAME: **PETE BAZELY**
AKA: **NITRO**
AGE: **16**
FAVE GAMES: **QUAKE 2**
MACHINE(S) OWNED: **PC, PLAYSTATION, N64**
MULTIPLAYER VIRGIN?: **NO**

AARON
a.k.a.
ACE

NAME: **AARON**
AKA: **ACE**
AGE: **16**
FAVE GAMES: **ISS PRO**
MACHINE(S) OWNED: **PC, PLAYSTATION**
MULTIPLAYER VIRGIN?: **YES**

QUAKE 2

PRICE: **£39.99**
FORMAT TESTED: **PC**
ALSO ON: **PlayStation & N64**
PLAYERS: **1-8**

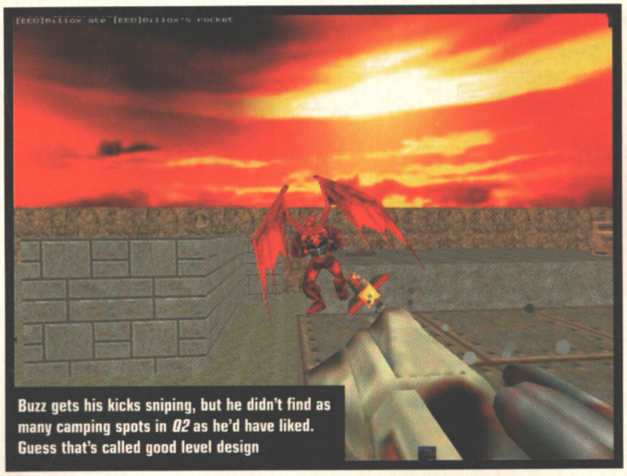
FIRST IMPRESSION
"It's more addictive than *Goldeneye* and there's an element of surprise. It's action-packed," according to Alex. "It's got good gameplay and all the characters come out well with the 3D modelling," says Omar. Pete sums up the overall feeling, saying "It's cool, just blowing people up." Aaron's take is, "I haven't played a first-person shooter before and I didn't know what to expect. It's quite impressive graphically."

COOLEST WEAPON AND WHY?
Something of a surprise here, as the rocket launcher fails to get a mention. Alex reckons it's the Hyperblaster, coz "it kills extremely quickly. The Railgun's too tricky". Omar agrees, adding, "It's got a good fire rate and is pretty powerful, so you get the best of both worlds. But *Quake 2* veteran Peter quips, "It's got to be the Railgun, because it usually kills first time."

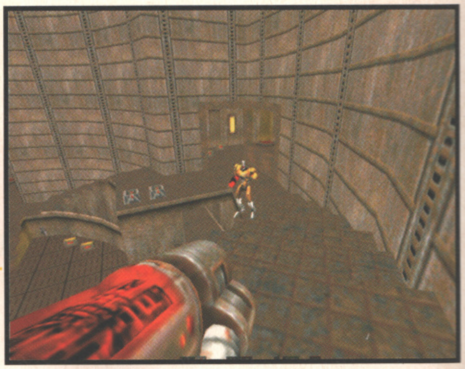
BEST FEATURE?
Level design was flagged up as a winner – even unrepentant camper king Alex reckons he found some top sniping points in the maps we played, saying, "You can see people a long way off and I love that because I'm a bit of a camper. It gets frags." Good spread of respawning points, too. The sheer variety of skins and characters – over 200 – impressed everyone.

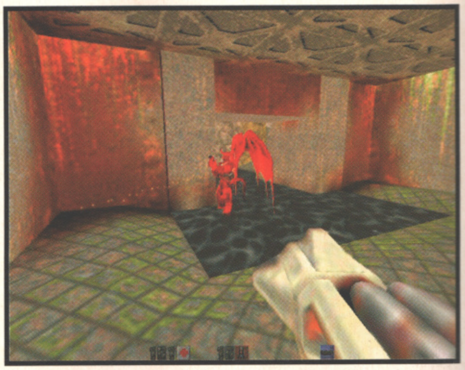
TOUGHEST ASPECT?
That old saying about shite floating applies well to poor players in *Quake 2*. Deathmatch cruelly exposed newbies to a lashing from veterans and so required gritty determination and perseverance. Omar says, "One-on-one is difficult – when they've got a better weapon you don't stand a chance, although *Quake 2*'s got a good balance of weapons." For Aaron "getting the hang of the mouse and keyboard takes a couple of minutes", though *Quake 2* was voted the easiest to get into both in terms of set-up and instant action.

CONCLUSION
"It's superb and lives up to it's reputation. Very addictive. I could play this all the time online," says Alex. A view echoed by all. Pete says, "It's all it's cracked up to be and more." So, it seems *Quake 2* rocked their world.


[EED]Billox ate [EED]Billox's rocket

Buzz gets his kicks sniping, but he didn't find as many camping spots in *Q2* as he'd have liked. Guess that's called good level design


Eeek, what the hell is that? Nitro realises his peashooter's no match against an awesome railgun


No time for niceties – brutal fragging begins immediately. No prisoners taken and none expected

UNREAL

PRICE: **£39.99**
FORMAT TESTED: **PC**
ALSO ON: **Rumoured for PS**
PLAYERS: **1-8**

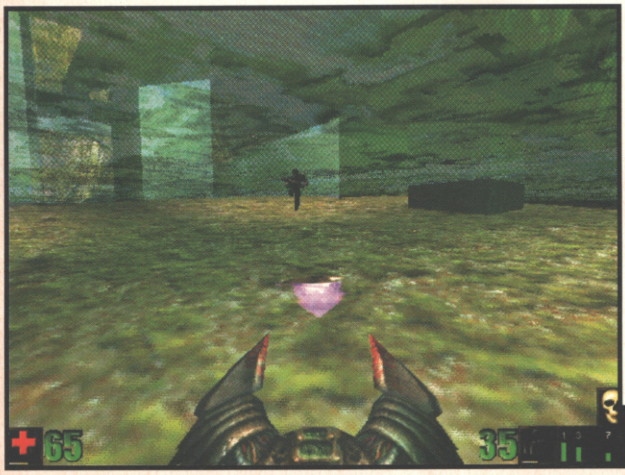
FIRST IMPRESSION
Omar's something of an old hand at *Unreal* and is quick to say what the posse's thinking – "Graphically it's the best of the lot." Pete's take is, "The atmosphere's good and the weapons are more interesting." while Aaron really loves "the fantastic weapons".

COOLEST WEAPON AND WHY?
"They're all very original but the sniper rifle rocks – one of two shots and someone's dead," says Omar. Stealth monster Alex agrees – to no-one's surprise – while Aaron did some serious damage with the minigun. One voice pipes in, 'They haven't tried to keep it realistic.' No, but does it matter when you've got nightmarish tools of destruction like the Razorjack? Pete loves it because 'if you shoot someone it'll cut their limbs off, which is nice'. Bit worried about Pete.

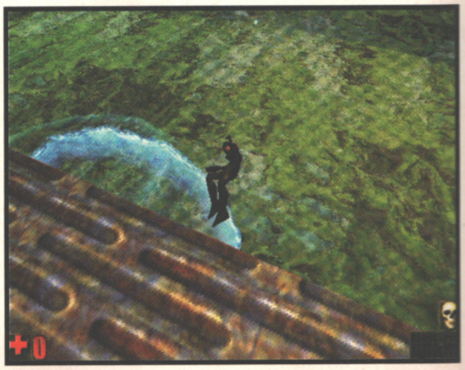
BEST FEATURE?
There's no doubt everyone adores the graphics – superb coloured lighting, rippling transparent water, superb shadowing. But, according to Omar, "In terms of gameplay, *Quake 2* is loads better. The variety of weapons is slightly better in Unreal but in terms of balance it's not as good as *Quake 2*".

TOUGHEST ASPECT?
All that beautiful open space admired by Aaron was also a bit of a downer – one level left our gib-maestros struggling to find each other and positively encouraged ruthless camping. Most commented on how much harder it was to pull off a frag than *Quake 2*.

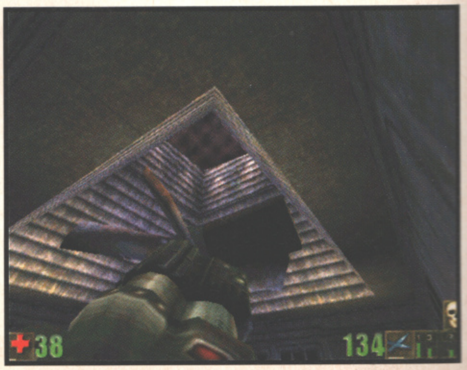
CONCLUSION
"In terms of graphics it's fabulous. But in terms of tactics it's not as good as *Quake 2*," says Omar, while Pete adds, 'It's great-looking but not as easy to use as *Quake 2* in terms of controls and menu systems." But it's a defo winner for Aaron, "It's better than *Quake 2*. The graphics, the weapons, the whole fantastic feeling."



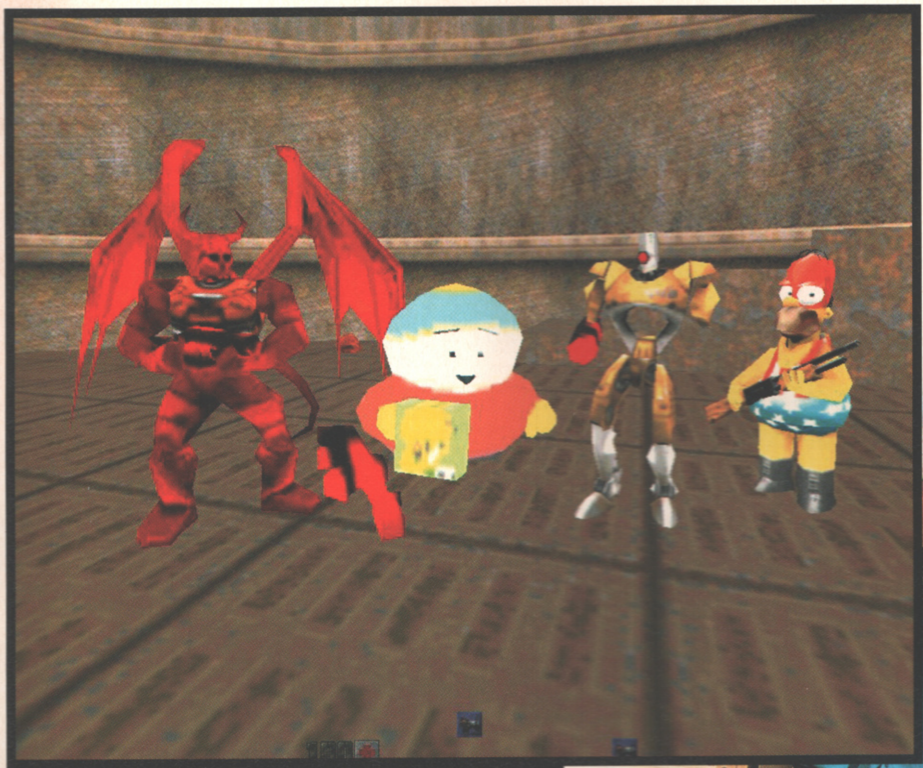
No, no, no, get away from me with that Razorjack. Good for re-arranging limbs



What happens if you spend too long gawping at gorgeous graphics

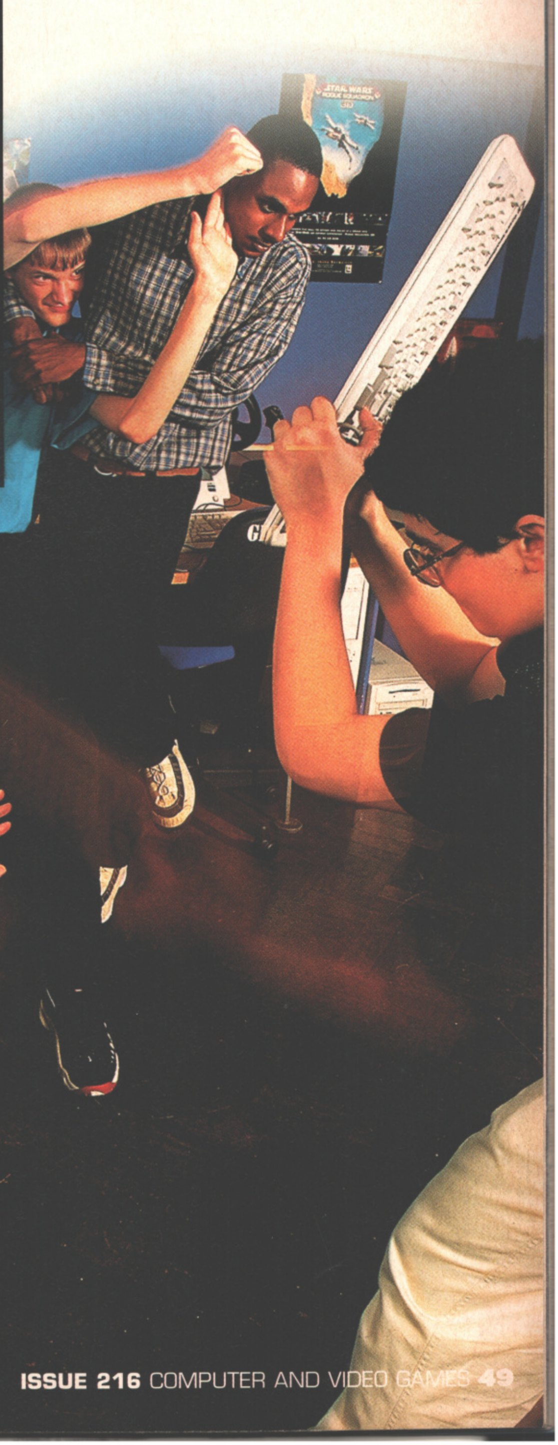


Neuron's glad he wasn't sucked into those whirring blades above



Respect their authorities; left to right: Neuron, Ace, Nitro, Buzz

"It's cool, just blowing people up"



Player1 was thoroughly beaten down by Dante

Water frag. How's that for foul gibs *Unreal*-style? Bring tears to your eyes

You got 8 rifle rounds
47
20

Sniper rifle in the hand and one spawned on the deck. Camper alert

TRIBES

PRICE: **£39.99**
FORMAT TESTED: **PC**
ALSO ON: **Only on PC**
PLAYERS: **1-8**

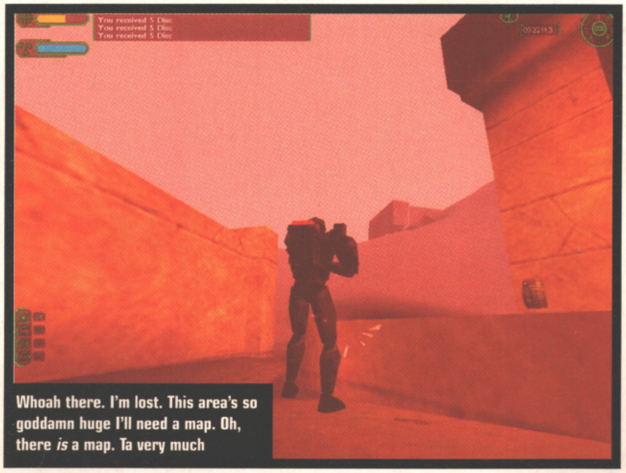
FIRST IMPRESSIONS
The switch to outdoor settings giving great freedom of movement went down well with most. "It's nice having a large fighting area – that's a change from the normal corridors, but I couldn't always find the other players. There's not much need for tactics and there's not much to hide behind," comments Omar. But Aaron wasn't having any of it, saying, "It's difficult and I don't really like it. It's not as instant as the other games and the graphics are pretty spare; not much detail."

COOLEST WEAPON AND WHY?
There was some frustration with weapon variety. Half the crew were pretty impressed with standard duelling weapon the Spinfusor, while the others loved the grenade launcher, "because it makes a huge bang". Can't argue with that.

BEST FEATURE?
The jetpack – which lets you fly for a limited period before needing to recharge – was admired because it added a new dimension to head-to-heads. Misty weather effects suited Alex's stealthy style of play, but once everyone discovered the adjustible zoom, much of the action switched to long-distance duelling, making the action somewhat detached. Third- and first-person viewing is a nice touch.

TOUGHEST ASPECT?
The fact that it's large and set outside impressed at first but quickly began to frustrate. "If it was in a team game it would have been great – I can see the appeal but not in deathmatch," says Omar.

CONCLUSION
"Not as good in deathmatch as the others here. There's nothing much to hide behind," was one take, while Alex disagrees, saying, "It's a good campers game. You can hide yourself in a building and pick them off from miles away. It has a very different feel and is more strategic."


Whoah there. I'm lost. This area's so goddamn huge I'll need a map. Oh, there *is* a map. Ta very much

Oh no, not another joke about lighting your farts. Nope, that's the jetpack – extremely useful for getting out of sticky spots

Buzz is in sniping heaven after discovering he can use zoom mode

"One chop to the head with a crowbar kills"

HALF-LIFE

PRICE: **£39.99**
FORMAT TESTED: **PC**
ALSO ON: **Dreamcast in 2000**
PLAYERS: **1-8**

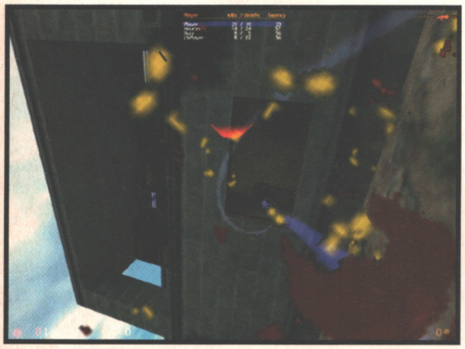
FIRST IMPRESSIONS
"I really like it. The environments are realistic. *Quake 2* arenas don't make much sense but *Half-Life* has areas like old bases. The weapons are incredible – they add a new dimension to gameplay," according to Omar. Alex approves, too. "It's got great design – everything from the look of the battlefields to the way characters move."

BEST WEAPON AND WHY?
No consensus here. More tactical weapons like the detonator pack and alien bug went down well, and caused much hilarity when used. But there was some flak about weapon balance issues concerning Omar's favourite – dubbed the 'hosepipe'.

BEST FEATURE?
Weapon variety, feel and effect impressed everyone except Aaron, who flagged-up the level structure as good. "The weapons have a nice hi-tech type feel," reckons Omar, while Alex likes "the realistic sense of things and the fact that one chop to the head with a crowbar kills." Pete likes the level layouts, saying, "You don't have to go around looking for someone. It's got good graphics like *Quake 2* but it's better in deathmatch because it's got loads of interesting weapons."

TOUGHEST ASPECT?
"There's no downside. It's better than *Quake 2* because it has the same tactical element, but the environment is much more realistic – like the blood on the walls – so the effect is better," according to Omar. Pete disagrees, "Sometimes players don't look very realistic when they're standing still." While Aaron takes a while to overcome aiming problems.

CONCLUSION
Everyone liked it, but for different reasons. Realism, level design, graphics, weapon variety – you name it, someone liked it and someone else didn't. Despite the disagreements, they all loved the game as a whole. Omar says, "*Half-Life*'s good graphically and the weapons are far stranger, like the little aliens. The level design is much better. It looks realistic whereas *Quake* and *Unreal* don't really." Alex continues, "If you shoot the scenery then holes appear and it gets covered in blood. The physics are realistic, too. In *Quake 2*, you just run around mindlessly blasting till you run out of ammo. *Half-Life*'s got more tactics."


Nitro was delighted to discover the detonator pack – till he blew himself up by mistake. Duh

Cool scenery: trampoline craters, gun emplacements and bloody walls

Don't do it. Oh, go on then. Ace gets cooled off by Neuron's firehose. This weapon's a tad too awesome, perhaps

THE FINAL BELL...

THE RESULTS:
1st Half-Life
2nd Quake 2
3rd Unreal
4th Tribes

WHAT ABOUT QUAKE 3?

We played *Quake 2* instead of the *Quake 3 Arena* test and *Unreal* instead of *Unreal Tournament* because *Q3* is unfinished and *Unreal Tournament* wasn't released at the time. We didn't do capture the flag modes coz we wanted to test the purest form of multiplayer shooter – deathmatching. Also, don't forget, Blind Test's based on real readers' opinions – so Quakeheads shouldn't come moaning to us.

THE CONCLUSION

Our posse agreed that good variety and balancing are essential to any compelling game. Which partly explains why *Half-Life* scored the best, followed closely by *Quake 2*, then *Unreal* and finally *Tribes*.

All four of these games have some damned fine selling points and will appeal to different players for different reasons. So now you know, get fragging online or down The Playing Fields. They're so nice there they've even offered you a chance to try deathmatching out for yourselves, free of charge. Check out details on the coupon below, and for more information talk to The Playing Fields on: 0171 388 0004.

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CONDITIONS: Bearer has to be aged 14 or over. Only one coupon per person.

THE NEXT

WEEK 1
13th-19th Oct

14th October

DREAMCAST

Yep, Sega said it would be in the shops three weeks ago. Then changed their mind. They now promise that today's the real day you'll be able to buy their powerful new console. Go get one for £199.

15th October

MGS: SPECIAL MISSIONS

Got *Metal Gear*? Then today you could own the *Missions Pack* and continue the fun. Reviewed this issue. £19.99

computer and video games
★★★

WEEK 2
20th-26th Oct

22nd Oct

GRAND THEFT AUTO 2

Play the game where crime pays and working for the mob is a good thing. Available on both PlayStation and PC today. Go and terrorise the city, now!

23rd-24th Oct

ON THE BOX

Gamers on ITV at 12.30pm (plus repeats). (Meridian, Anglia and Channel). Also on Rapture TV, satellite and cable.

WEEK 3
27th Oct-2nd Nov

29th October

RAY MAN 2

More armless and legless adventures for you to play. Will be in the shops today. Available on both Nintendo 64 and PC.

29th Oct-7th Nov

SKI & SNOWBOARD

Thinking of taking to the mountains this winter? Better go to the awesome Ski & Snowboard Show at London's Olympia. There's loads to buy, watch and take part in. You can even learn to snowboard, or play on Dreamcast and PlayStation. £10 per person at the weekend, £7 in the week.
Call 0990 900090 to pre-order tickets.

WIN A SNOWBOARD

We've got an ultra-cool snowboard to give away, just answer this simple question, write it down and send it to: Ski & Snowboard Comp, Computer & Video Games, 338-346 Goswell Road, London, EC1V 7QP. Closing date 17th November.

Q: Where's the Ski & Snowboard Show being held?

29th October

BLAIR WITCH PROJECT

The scariest film ever. And one of the biggest (reckoned to take $100m). Don't go and watch it if you're under 18 and don't enjoy having the life spooked out of you. It will haunt you for weeks to come.

WEEK 4
3rd-17th Nov

5th November

GUY FAWKES NIGHT

Wait till it goes dark and cold, go to an organised display, look up at the sky and all say, "Oooooh, ahhhhhh," as a bunch of massive sky rockets go off.

5th November

FIFA 2000

You're not still playing last year's *FIFA*, are you? Get down the shops and buy *2000* on PlayStation and PC.

WORDS: MATT HOWELL **PICS:** VARIOUS

…WHERE TO FIND IT

4 WEEKS

18th-17th Oct

ON THE BOX

Gamers on ITV at 12.30pm (plus repeats). (Meridian, Anglia and Channel). Also on Rapture TV, satellite and cable.

18th October

SCOOBY-DOO ZOMBIE ISLAND

It's Scooby-Doo's scariest adventure yet. Buy it on home video. The feature-length cartoon will set you back a mere £12.99 and have you in stitches for weeks. Scooby-Doo rules!

19th October

FUTURAMA

If you haven't seen it yet you must watch it tonight. From the people who made *The Simpsons* – only better, ruder and set to take over the world. Soon everyone will be saying phrases like, "Bite my shiny metal ass."
On Sky One at 8pm.

23rd-31st October

ALTON TOWERS

On the 23rd, 25th and 29th-31st there's the UK's largest firework display, with lasers, music and cool stuff. On the 25th-28th there's a live show featuring Casper (very scary).

25th October

SMALL SOLDIERS

The smash-hit film is ready to invade your living room today. Buy this very cool movie for £15.99 and get your mates round and have a grin watching it.

WIN WIN WIN WIN

SMALL SOLDIERS

We've got copies of the video and PlayStation game to give away. Just answer this question and send it to: Small Soldiers, Computer & Video Games, 338-346 Goswell Road, London, EC1V 7QP. Closes: 17th Nov.
Q: What day of the week does the Small Soldiers video go on sale?

29th October

FINAL FANTASY VIII

The biggest (quite literally) game of the century goes on sale today. Buy it, take the next two months off, and do nothing else but engross yourself in the best epic adventure of all-time. Reviewed this issue.

computer and video games
★★★★★

2nd October

ON THE BOX

Gamers on ITV at 12.30pm (plus repeats). (Meridian, Anglia and Channel, possibly West Country and HTV). Also on Rapture TV, satellite and cable.

31st Oct

HALLOWEEN

If you're in the Midlands you could visit Drayton Manor for their themed (War of the Worlds) firework spectacular. Call 01827 287979 for details.£5 adults, £4 children.

6th-7th Nov

ON THE BOX

Gamers on ITV at 12.30pm (plus repeats). (Meridian, Anglia and Channel, possibly West Country and HTV). Also on Rapture TV, satellite and cable.

12th-14th November

BOARD X

See top UK and International Snowboarders and Skaters at Battersea Park, London. DJs, public skate area and loads more to do. £9 on the gate, £7 in advance. Call 0171 729 8424 for more information on what's happening.

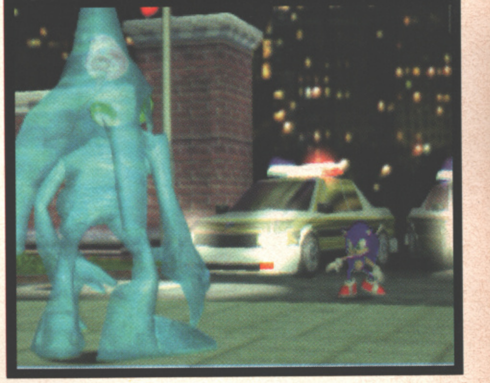
17th November

ISSUE 217 ON SALE

Want to know what's in the next issue? Go on, turn to page 117, right now.

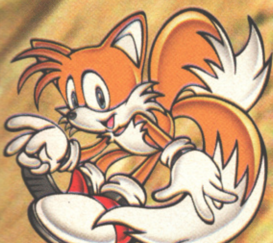
THIS MONTH: Blue is the colour

In a game so big and encompassing, where the first thing you do is battle a boss, you'll need a bit of help. But, since we want you to enjoy *Sonic Adventure* as much as us, we won't spoil your fun and give away the ending. Only start you off.

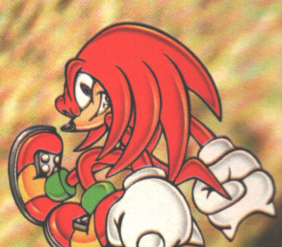


No need to be a schizophrenic to master all six characters. Just read our guide…

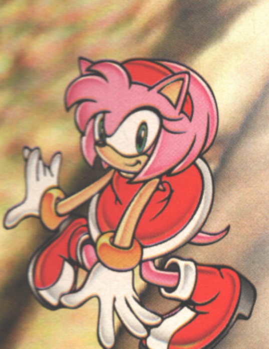
THERE'S MORE TO THIS GAME THAN SONIC...



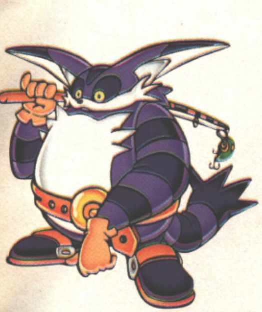
...TAILS



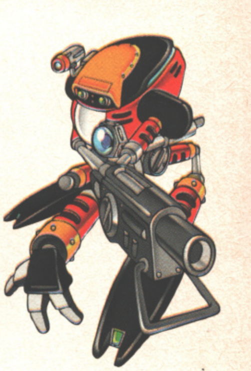
...KNUCKLES



...AMY ROSE



...BIG THE CAT



...E-102 GAMMA

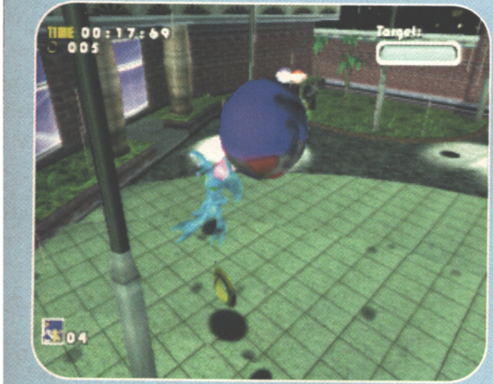
The variety of moves and special powers that the six characters in *Sonic Adventure* have, makes this game big. You'll be flying one minute (as Tails) and shooting everything in sight (as Gamma) the next. Every character has their own story so completing the game as Sonic is only one-sixth of the fun.

WORDS & SCREENSHOTS: IRENA POGARCIC

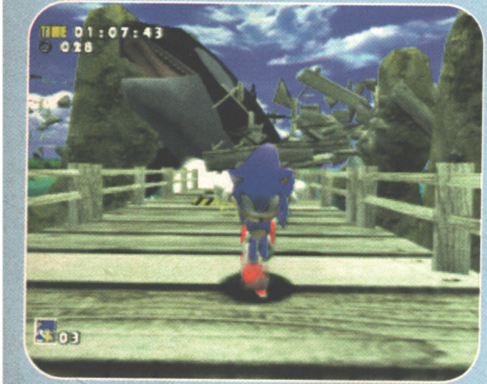
SONIC ADVENTURE

SONIC Hedgehog with attitude

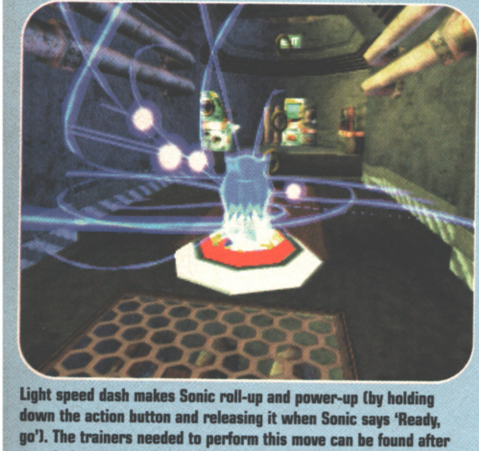
When Sonic destroys enemies in the game, he frees the trapped animals from his world. A basic spin attack will make Sonic jump in the air and roll into a ball. Being a 3D game it's not so easy to aim at the enemies, but there's new and special moves to help you get them all.



New to *Sonic Adventure* is the homing spin attack, achieved by pressing the jump button and then pressing it again while in the air. Sonic will home-in on anything in his path – enemies, objects or special power-up boxes. You can even destroy enemies in a row, keep pressing the attack button and Sonic will keep homing-in



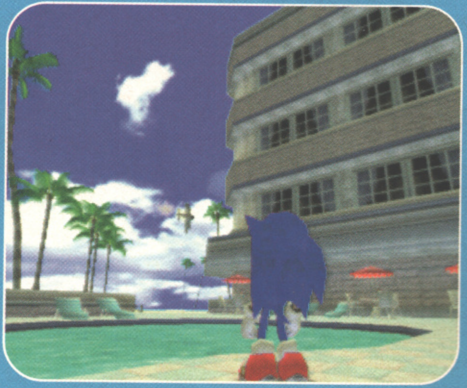
By tapping the attack button, Sonic performs his spin dash attack. This is useful for destroying enemies or going faster, but once Sonic is spinning, you have little control over where he's going, so be careful not to do this move if Sonic is facing a cliff – he might just fall off



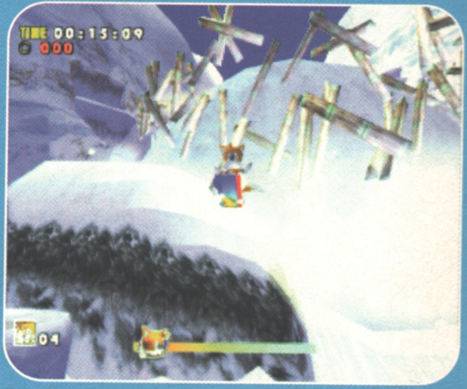
Light speed dash makes Sonic roll-up and power-up (by holding down the action button and releasing it when Sonic says 'Ready, go'). The trainers needed to perform this move can be found after completing Windy Valley level. In Station Square find a car parked over a manhole. Sonic can go down the hole and pick up the trainers

TAILS Anakin be thy voice

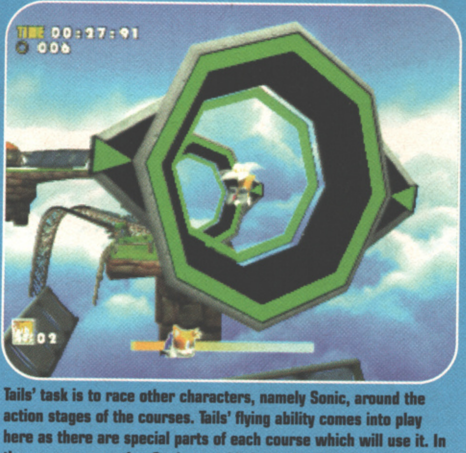
Sonic's little friend is very good at flying with the help of his giant tail. He uses his tail for a whip attack too; by pressing the action button, his tail becomes a blade and spins around once destroying everything in its vicinity. But if he can fly with his tail, why does he need a plane?



To fly, press the jump button, then press it and hold it down again to get up in the air and achieve a good height. Tails can fly quite a long way, but he will become tired. To land, simply let go of the jump button or, to land quickly, press and hold down the attack button



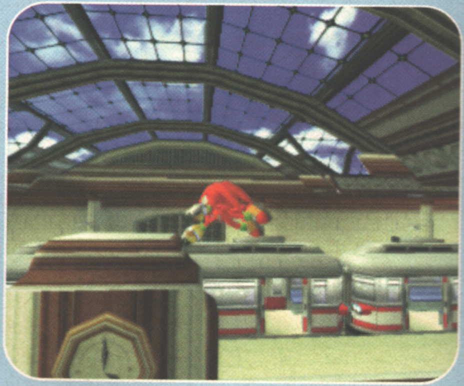
Tails gets an upgrade for his tail spin in the Echidna village which lets him spin his tail continually. He also gets to snowboard like Sonic too, plus he has his own special level where he sandboards. When snowboarding, make sure you hit the ramps to score trick points, hit one and your character will perform a trick automatically



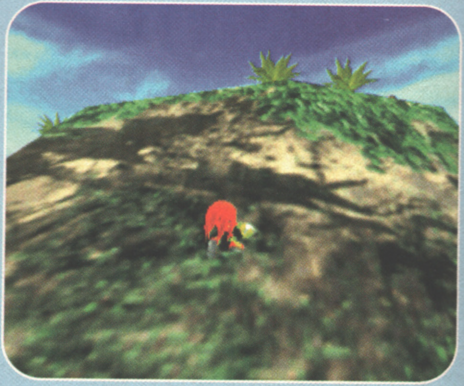
Tails' task is to race other characters, namely Sonic, around the action stages of the courses. Tails' flying ability comes into play here as there are special parts of each course which will use it. In the same manner that Sonic uses his homing spin attack, Tails can keep on flying and speed up through the green rings

KNUCKLES He got game

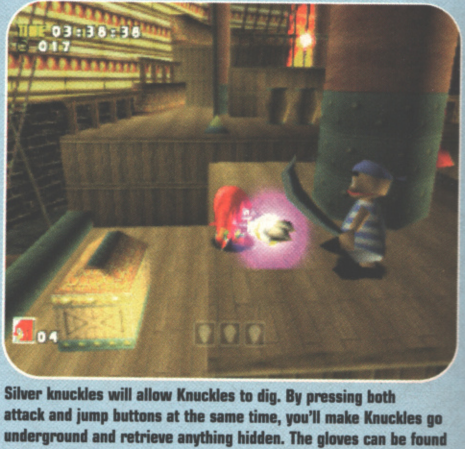
An anteater from another world, his task in the game is to look for the pieces of the master emerald that Dr Robotnik has stolen. Each Knuckles course hides three emerald pieces and Knuckles senses their whereabouts like in a 'hot and cold' game.



Similar to Tails' flying move, Knuckles will glide when you press and then press and hold the jump button. He will not achieve a great height like Tails, but he can go very far. While he's gliding, he sticks his knuckles out and can destroy enemies or obstacles in his path. He's the most diverse character in the game



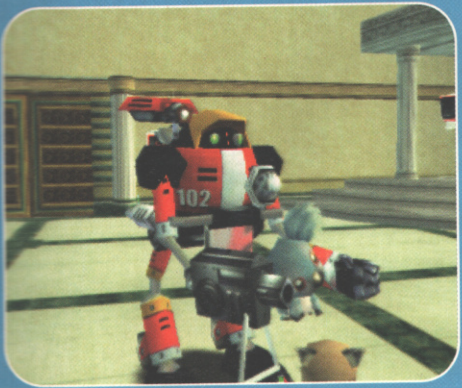
When he reaches a climbable surface, Knuckles latches his knuckles on to it and climbs (by pressing the jump button). He can climb in any direction and go as high as any surface. His knuckles are so strong he tears shreds off walls or cliffs while he climbs



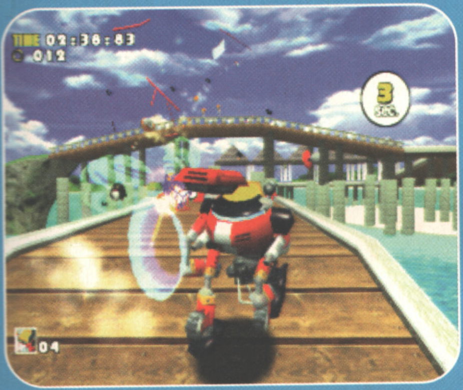
Silver knuckles will allow Knuckles to dig. By pressing both attack and jump buttons at the same time, you'll make Knuckles go underground and retrieve anything hidden. The gloves can be found in the Mystic Ruin caves – inside a cave with a monkey cage above its entrance. There's also special gloves on a cliff above Big's house

E-102 GAMMA Terminator 3

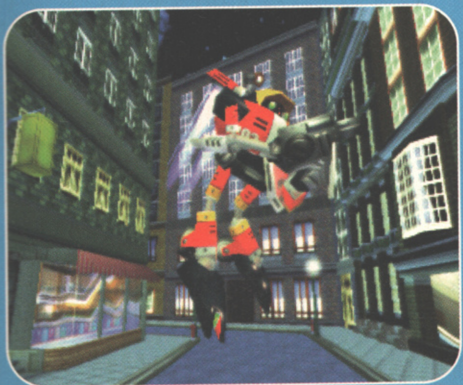
The robot's game has a time limit – Gamma needs to shoot a certain amount of targets/enemies to proceed. When you press the action button, a red laser beam starts homing-in on enemies. You can shoot them all in the same go when you press the action button again.



Any character can visit your pets. But it's advisable not to let Gamma get too near to them, simply because – unless you're very careful – the game misreads your intentions and instead of picking a Chao up and giving it attention, you might give it a good beating with a laser blast or two. Think about it



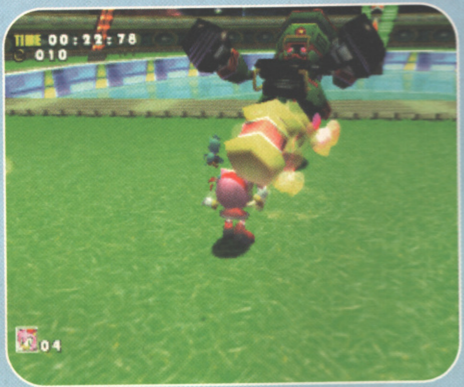
When playing as Gamma, it's best to run around small sections of each level, as there are lots of enemies. While you're doing this the target should be locking-on to all the enemies. Simply press the action button to lock-on, and again to fire



Like Knuckles, Gamma can glide after finding the booster. Press the jump button twice and he will start gliding. The booster is hidden on the Egg Carrier and to find it, take the staircase at the far end of the main room, turn right and then go along until you reach a door to the left. Enter and go down to get the Booster

AMY ROSE Pets win prizes

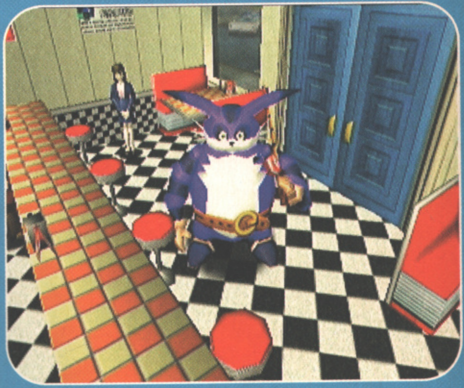
Sonic's girlfriend is not very powerful so most of her levels require solving puzzles to proceed. Still, she is capable of defending herself against enemies, and even though she can't jump as high as other characters, she can jump far and immediately continue running

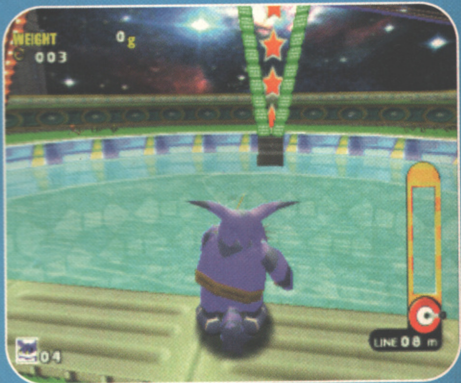


Amy hits her enemies with a hammer. While in the air, press the action button for a more powerful attack. When Amy is running at full speed, if you press the attack button, her hammer will propel her up and flip her, ready for her most powerful attack

BIG THE CAT Get Bass 2

The big blue cat is only interested in fishing. He carries his rod everywhere and it also serves as his defence – he can whack his enemies with it. Big can walk on the seabed, but needs air. At the entrance to the Ice Cave there's a lifebelt which allows him to swim.

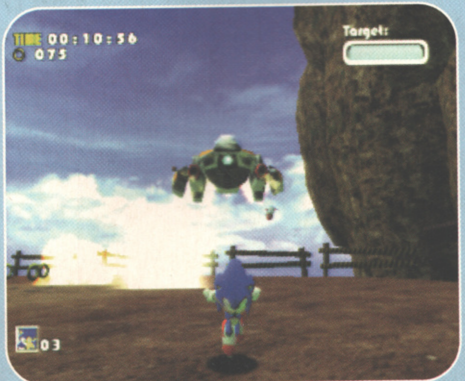




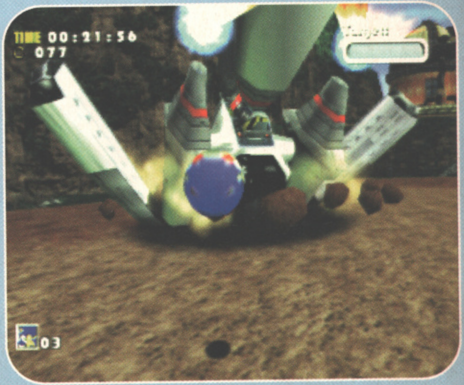
Big's fishing game is almost as good as *Sega Bass Fishing*, it works on the same principle. But you're not limited to catching just bass, there's far more variety in Sonic's world, plus there's some huge creatures for Big to try and catch

BEATING THE BOSSES They're all easy

When you know how, it's pretty easy to defeat all bosses in *Sonic Adventure*. If you watch their attacks you'll notice there's a spot when they'll pause and expose their blind spot allowing you to hit them. Patience and planning is the key!



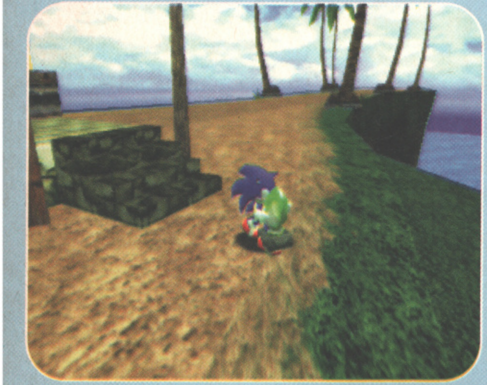
Each boss includes an attack wave that you must avoid, it's usually good to keep a safe distance between yourself and the boss. This way you can see each attack as it happens and move and dodge it accordingly. Only the last boss in the game poses a real challenge; this is because he has different attack waves



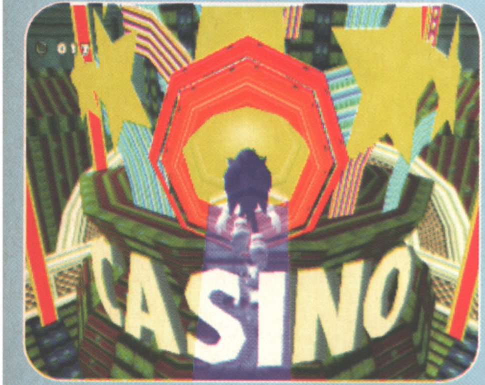
Every boss has a weak spot, it's usually where they make a mistake and are left vulnerable. Now's your time to hit them. In this instance it's the Egg Hornet boss, when it hits the ground Sonic can hit Robotnik with a spin attack. Do this three times and Robotnik's beaten until his next appearance

TOP TIPS

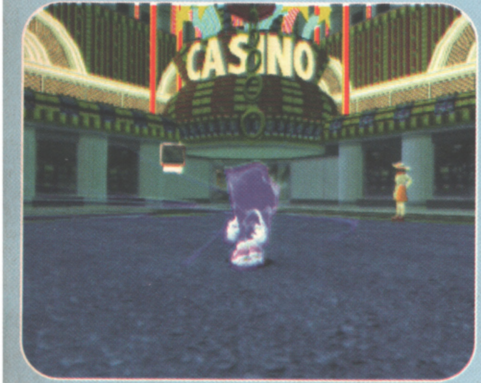
If you can't be bothered to listen to all the parts of the game where the characters talk to each other in a cute fashion – you know, the part of the game commonly called the story – then you might get a bit stuck at these key moments. Luckily we were paying attention.



WINDY VALLEY – After finishing Emerald Coast, the train station will open. Take the train to Mystic Ruin and go towards Tail's house, it's on the top of the hill. After you defeat Dr Robotnik, he will drop the key there, take the key to the cave with the strong wind



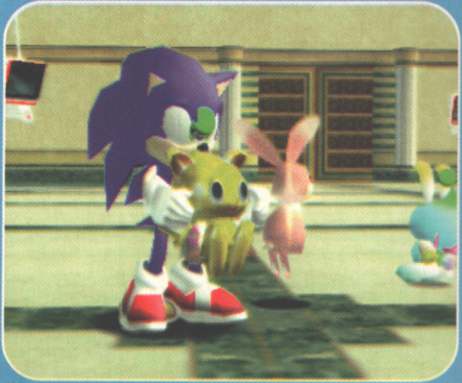
CASINOPOLIS – You need to collect a minimum of 400 rings playing pinball to get the emerald and complete this stage, but if you do badly on a pinball table you'll be taken to the dungeons and have to work your way back out again. It's easier to earn more rings on the NiGHTS table than the Sonic one



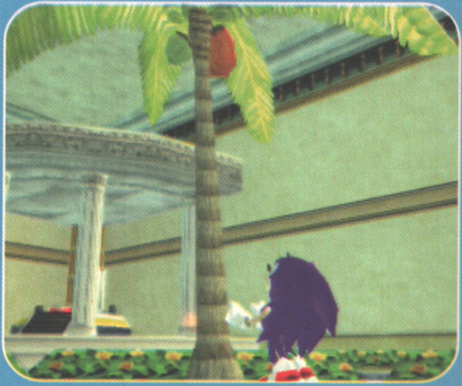
ICECAP – The blue key needed to get to the Icecap level is hidden in an alley behind the casino, it becomes available once you've completed the Casino level

GET A-LIFE

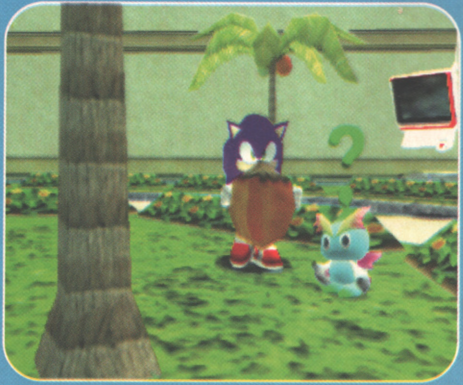
A-life or Chao creatures hatch from eggs. If you take the elevator in the hotel, you'll find yourself in the Chao garden. There's also a Chao Garden in the Mystic Ruin – you'll find it if you take the mine car in the caves. The Egg Carrier garden can be reached from the main control room – you need to spell Eggman correctly and a door will open. Each garden contains two eggs that will hatch if you press and hold the Y button. Alternatively, you can just throw or attack the egg, but this won't make your Chaos happy.



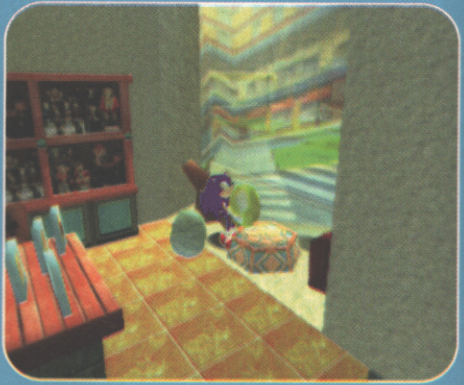
If your Chao is standing in front of you waving his arms, he wants you to pet him. To do that, press and hold Y button. When handling Chaos try not to use jump or attack buttons as you can hurt them – do this too much and they'll die



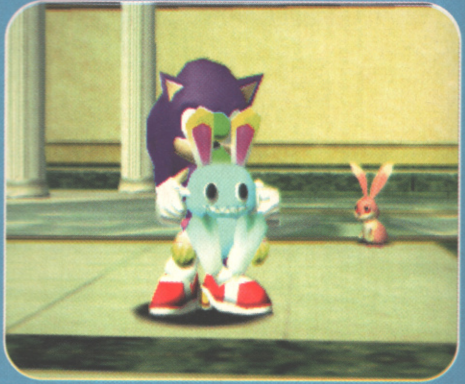
You keep your Chaos happy by feeding them. To do that, approach any of the trees growing coconuts in the garden, then press and hold Y or action button. The tree will shake and release the coconut. If your Chao is unhappy or accidentally hurt by Sonic's Super Sonic attack, feed it a coconut and it will get better



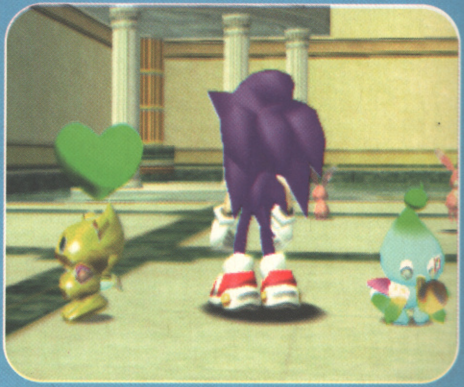
If you feed your Chaos and look after them they will grow into adults. The adult Chao will resemble the animals much more and you can mate them with each other to get more eggs



Find the third egg hidden on each location. There is a shop displaying one in the window on the Station Square. To get it, go into a courtyard near the shop and pick up an egg-shaped rock. Take it to the shop and swap it with the golden egg



You can mate your Chaos with the animals you free when playing the main game. Just pick the animal up and point it towards the nearest Chao. When mated, Chao will not only start resembling the animal, it will gain some of its characteristics, too. A rabbit will make it faster and so on. Experiment with breeding and win those races



Chaos can also be trained inside the VM Unit. You can play mini games and also battle them with other owners. When Chao develops slightly, he will also learn to play an instrument or draw

Feeling SuperSONIC?

The world's favourite computer game hero is now a movie star!

SONIC

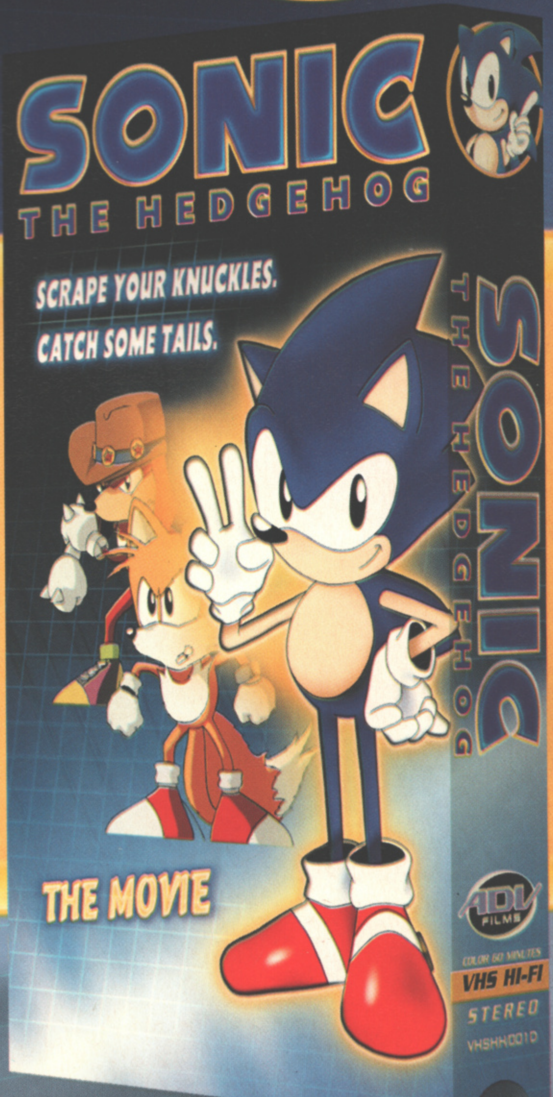
THE HEDGEHOG

THE MOVIE

OUT ON 1ST NOVEMBER 1999!

The prayers of millions of Sega game players have been answered. Everyone's favourite hyper hedgehog returns in an animated spectacular that will blow its U.K. counterparts right off the planet. Speed, buddies, romance, humour, high-tech and cool blue attitude combine to form A.D.V. Films' ***Sonic the Hedgehog!***

PG


SONIC
THE HEDGEHOG
SCRAPE YOUR KNUCKLES.
CATCH SOME TAILS.
THE MOVIE
SONIC
THE HEDGEHOG
ADV FILMS
COLOR 60 MINUTES
VHS HI-FI
STEREO
VHSHH001D

SONIC THE HEDGEHOG IS AVAILABLE TO BUY FROM ALL GOOD VIDEO RETAILERS AND MAIL ORDER FROM A.D. VISION ON 01248 421000

ADV FILMS
www.advfilms.com/advuk
email: advuk@advfilms.com

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PULL-OUT POSTER

computer and video GAMES

FINAL FANTASY VIII
Prepare to become emotionally attached to a new cast of characters

THE BEST EVER...

ADVENTURE GAMES

TOMB RAIDER 2

PC, PlayStation, £12.99

THE PLOT
Having already recovered the Scion of Atlantis, videogaming's first cover girl straps on her Magnums and heads for China to find the Tibetan Dagger of Xian.

WHY IT'S GREAT
While your parents cluster round the TV on Boxing Day to watch the Indiana Jones movie, you can be living the adventure first hand.

IMMERSION FACTOR
The *Tomb Raider* series combine frequently unforgiving gameplay with an irresistible urge to discover new territory. The locations are breathtaking, the action fast-paced and utterly compulsive.

BRAIN POWER
The second game switched the emphasis towards action, but still kept the puzzles. You take time cracking them, but you'll master tricky leaps and gunfighting.

OVERALL
We've gone for the second in the trilogy because it's cheap, and very cheerful. The third installment cranks up the difficulty, so *Tomb Raider 2* is a good place to start.

●●●●

SUPER MARIO 64

Nintendo 64, £29.99

THE PLOT
Haul a chubby plumber around picking up stars and coins on the way to rescuing the kidnapped princess.

IMMERSION FACTOR
Once you've entered Mario world, there's no going back. Explore landscapes and interact with familiar characters. Where else can you race a large penguin down an ice slide? *Mario 64* is one great adventure.

WHY IT'S GREAT
Hailed by many as the greatest videogame ever crafted, *Mario 64* is a masterpeice of design and the epitome of what a video-game should be.

BRAIN POWER
Of all the games featured here, *Mario* is most friendly to younger players. The puzzles are all fairly simple, yet are blended seamlessly into the unfolding plot.

OVERALL
With *Mario 64*, Nintendo transformed the 2D platform game into a sublime 3D adventure. No other game puts a smile on your face and pulls out all the stops to keep it there.

●●●●

LEGEND OF ZELDA: THE OCARINA OF TIME

Nintendo 64, £39.99

THE PLOT
Progress from childhood to adulthood and rescue another of Nintendo's kidnapped royals. Engage in much fighting and adventuring on the way.

WHY IT'S GREAT
One of the most eagerly-awaited games of modern times, *Zelda 64* didn't disappoint with its massive puzzle-filled quest.

IMMERSION FACTOR
Zelda's grip is very tight. The landscape is fantasticically believable and inhabited by a stunning variety of creatures and characters. The combat system is particularly well thought out, and makes the job of hacking up evil creatures all the more pleasurable.

BRAIN POWER
Not a game for novices, despite the enticing visuals. The puzzles can be tough to crack, but are beautifully logical and rewarding.

OVERALL
For many, *Zelda* represents the pinnacle of action adventure games. It's another Nintendo masterpiece.

●●●●●

ALONE IN THE DARK

PC (All three now in bargain bundle)

THE PLOT
Private eye Edward Carnaby investigates a series of deaths and disappearances in haunted houses, leading to much ghost and zombie-bashing fun.

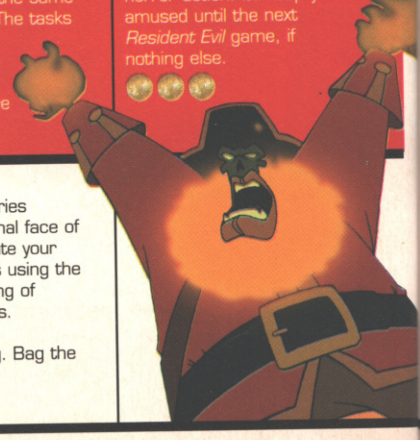
WHY IT'S SO GREAT
Aside from inventing the formula that *Resident Evil* would later bring to a wider audience, it also boasted that same cinematic spookiness, but with slightly duff graphics.

IMMERSION FACTOR
In this day and age, *Alone In The Dark* serves as a fascinating history lesson. When the game was originally released it came on floppy disks – not a CD – which shows its age.

BRAIN POWER
The game successfully combines puzzling and action in the same way as *Resident Evil*. The tasks won't burn out your brain too much, but lots of undead beasties will make sure you have to think fast.

OVERALL
With three *Alone In The Dark* releases and the fourth pending, why not indulge in some old-style horror action. It'll keep you amused until the next *Resident Evil* game, if nothing else.

●●●



CURSE OF MONKEY ISLAND

PC £29.99

THE PLOT
Our hero, Guybrush Threepwood, unwittingly turns the love of his life into a gold statue by proposing marriage with a cursed ring. Reverse the spell and smite the evil pirate Le Chuck in the process.

WHY IT'S GREAT
The third in the *Monkey Island* series again bases its combat system on quickness of the tongue rather than of the sword. Guybrush wins duels by insulting his adversary. Hilarious.

IMMERSION FACTOR
The humour element provides the hook by which *Curse Of Monkey Island* drags you back for more. The gameplay departs little from its two predecessors, but boasts some superb cartoon graphics.

BRAIN POWER
The *Monkey Island* series represent the traditional face of adventuring. Manipulate your character and objects using the mouse to solve a string of fiendishly tricky puzzles.

OVERALL
Funny and challenging. Bag the trilogy now.

●●●●

THE BEST EVER...

Sometimes real life can be extremely dull. The best solution is to find yourself a cool adventure game, and lose yourself in a whole new world. The genre takes in all sorts of quests, so you'll always find one to suit you. We've dug through Computer and Video Games' extensive files and compiled our top ten from the old, to the relatively new. See if you agree, and if there are any you're not familiar with, why not give one a play?

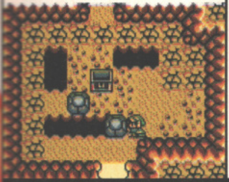
RAIDERS OF THE LOST ARK

Each of these classic adventure games has been awarded a mark out of five to indicate how much they suck you into another world.

●●●●● **You may never want to face real life again**
●●●● **You'll stop playing only to eat and sleep**
●●● **Good, but you will still need other games**
●● **Interesting for a short while**
● **Cutting your toe nails is more involving**

LEGEND OF ZELDA – LINK'S AWAKENING

Game Boy £19.99



THE PLOT
The well-travelled Link finds himself stranded on Koholint Island. He navigates dungeons and swamps to escape.

WHY IT'S GREAT
Game Boy *Zelda* showcased the capabilities of a hand-held console. Fantastically detailed and entertaining, it remains the only decent adventure game you could play if you ever got stuck on a strange island. Or on a train.

IMMERSION FACTOR
Even scaled down, the adventures of our pointy-eared chum are captivating. The gameplay rivals even the mighty SuperNES version, with a host of dungeon-based roaming and fighting.

BRAIN POWER
Zelda games always tax the brain, and the Game Boy version is no exception. Again, logic is the order of the day, as Link flips switches, pulls blocks and uses items to progress.

OVERALL
Link's Awakening stands with Tetris as the Game Boy's two best games of all time. A portable pleasure.

●●●●

GRIM FANDANGO

PC £29.99

THE PLOT
Assume the role of a dead travel agent attempting to sell fellow dead people travel packages in the afterlife. You'll soon smell a rat and hit the trail to undercover corruption.

WHY IT'S GREAT
Grim Fandango is a traditional adventure, polished to a slick late-90s shine. The interface is invisible, you can play it with a joypad, and the game is very challenging and funny.

IMMERSION FACTOR
If the lush graphics and sound aren't enough to keep you in the world of *Grim Fandango*, a relentless barrage of adult-oriented humour will.

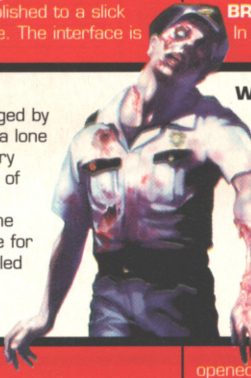
BRAIN POWER
In keeping with its more adult bias, *Grim Fandango*'s puzzles are awesomely tough at times. You'll be forgiven for peeking at that walkthrough.

OVERALL
A brilliant example of how an old-style game can be improved. The plot and characters are movie quality, and your dumb side-kick Glottis will have you in stitches.

●●●●●

RESIDENT EVIL 2

PlayStation and PC £34.99



THE PLOT
A town besieged by zombies and a lone cop with a very limited supply of ammunition. Sounds like the perfect recipe for a suspense-filled horror adventure.

WHY IT'S SO GOOD
The *Resident Evil* series proved that the best place to be scared witless was not the local cinema, it was in a darkened room clutching a joypad.

IMMERSION FACTOR
Though short, your stay in Racoon City might entail a few changes of pants. The claustrophobic thrill of dodging four zombies in an alley is unmatched by any other game.

BRAIN POWER
Even though Resident Evil 2's puzzles are logic based, it's the presence of zombies around every corner that adds an element of fear into all your puzzle-solving antics.

OVERALL
Grisly, shocking and superbly directed, *Resident Evil 2* should be top of any fright fan's wish list. Make sure it's in your collection.

●●●●

FINAL FANTASY VII

PlayStation and PC £20.00

THE PLOT
A renegade band of warriors sets out to stop the evil Shinra Inc from sucking away the life force from their world. Thus begins a videogame epic.

WHY IT'S GREAT
Aside from being one of the largest games ever assembled (60 hours is a realistic completion time), *Final Fantasy VII* opened up the RPG genre to the masses – even those with a hatred of goblins and magic.

IMMERSION FACTOR
The game world is huge and beautifully realised. Little will detract from the wonder of the *Final Fantasy VII* universe.

BRAIN POWER
The puzzles are nicely integrated, though rarely stop you dead in your tracks. Humour is evident throughout, and we can think of no other game that encourages dressing up in ladies clothes.

OVERALL
Final Fantasy VII is a huge commitment. Many start but few make it to the end. It's now on Platinum, and your £20 buys you a hell of a lot of game.

●●●●●

BLADERUNNER PC

PC-only £9.99

THE PLOT
Based on a classic 80s sci-fi movie, you must hunt down and kill replicants – artificial human beings – who are being a bit naughty.

WHY IT'S SO GOOD
Though getting on a bit in years, *Bladerunner* is a good example of how the futuristic setting of a movie can be translated on to a computer screen. The graphics are great and the attention to detail is remarkable.

IMMERSION FACTOR
The graphics are what will engross you in *Bladerunner*. The game itself is a fairly standard point and click affair which lacks innovation.

BRAIN POWER
Bladerunner is not an overly difficult game. Find objects on the screen (indicated by the mouse pointer), talk to a few people and Bob's your uncle.

OVERALL
A very good example of what adventure games used to be like. Fans of the movie will lap it up. For others it represents a solid point and click adventure game.

●●

WHAT YOU NEED TO KNOW

Is there something about the world of video games that's confusing you? Don't worry – Computer and Video Games will be able to sort you out, no matter what your problem. So, send all your gaming queries to the address at the end.

Cheating problems with *Hidden and Dangerous*? Could be the patch

Needing dosh in *Blue Stinger*? Our cheat'll get the dollars flowing

HIDDEN AND DANGEROUS

I recently bought *Hidden and Dangerous* for the PC and love it! In Issue 214, you wrote a cheat called 'unlockcheatmode' for *Hidden and Dangerous* but I can't get it to work! Is it because I've patched it to version 1.1?
Oliver Wright, Hayle.

You're right, certain cheats have been known not to work with patched version 1.1. Try typing 'iwillcheat' to get some of the codes to work. Here's a few specifics:

CODE	**RESULTS**
quickload	Load Saved Game
nohits	God Mode
openalldoor	Open All Doors
allitems	All Items Available
showtheend	Show End Movie
gamedone	Complete Current Mission
gamefail	Fail Current Mission
resurrect	Bring Team Members Back to Life
funnyhead	Big Head Mode
enemyf	View Enemy
debugdrawwire	Wire Mode
playercoords	Your Current Position
laracroft	Alternate Uniforms

PEN PEN TRICELON/BLUE STINGER/BUGGY HEAT

I have been reading Computer and Video Games for over three years and I would like to say that the changes to the magazine are great. Do you have any cheats for *Pen Pen Tricelon, Blue Stinger* and *Buggy Heat* for the Dreamcast?
Paulo De Souza, London.

The Dreamcast ain't officially out yet so asking for help on these imports is a wee bit naughty, but we're big ol' softies at heart so, dear Paulo, here's a few pointers:

● In *Pen Pen Tricelon* – to play as Hanamuizu – win all the races twice. If you can earn a gold medal on each course he will be unlocked. To play as Hinamazu, if you complete every section of all four levels, you can gain access to his secret character.

● In *Blue Stinger*, for bank card passcodes, go to the Bank Of Kimra (across from Rat's Place) and enter the passcode for one of the following bank cards to access that account with the corresponding amount of money:

BANK CARD	**PASSCODE**	**AMOUNT**
Eliot's	3532	$20
Kimra	1008	$4000
Yucatan	1861	$5700
Bermud	1394	$6000

● In *Buggy Heat*, finish the Expert season in first place and you'll get a new Dune Buggy named 'Beelzebub'. This Buggy is fast, but not adjustable.

STREET FIGHTER ALPHA 3

I recently bought the fantastic *Street Fighter Alpha 3*. After many hours of ass-kicking action, I finally earned access to all the extra options, including Dramatic Battle. Please print a moves list for the Juli/Juni and Ryu/Ken teams.
Neil Sargeant, Liverpool.

computer and video games
GUARANTE
WINNERS

A selection of the cheats we've found on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

NINTENDO 64

■ MYSTICAL NINJA: STARRING GOEMON

A few handy hints for this platformer.

● BLADE-SHIELD TIP
When Yae uses her Blade-Shield, usually she can't move. But, if you have the armour or shield and receive damage when using the Blade-Shield, you can move.

● BOSS MODE
If you collect all 45 of the fortune dolls spread through the game, it will unlock a Boss mode under the options section.

● EASY MONEY
If you find a room with a lot of gold such as the first room in Oedo Castle, walk into the room and get the gold. Then leave and come back in, and surprise – all the gold is back where it was! Do this as many times as you want.

● FALL WITHOUT PAUSING
When falling from great distances in *Mystical Ninja* you'll hit the ground and pause when getting up. To avoid this, press the WEAPON button before hitting the ground, and you'll be free to move as soon as you land.

● FASTER LADDER CLIMBING
To climb a ladder faster, press the letter A rapidly to jump up the ladder. But be careful. If you don't watch how high you are, you can jump right off the top of the ladder and fall.

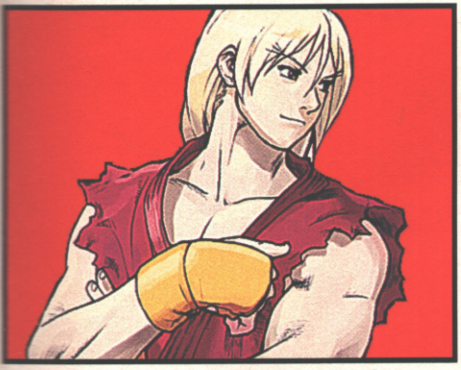
PC CD-ROM

Braveheart – it doesn't matter if you're finding it hard. Try out these cool cheats

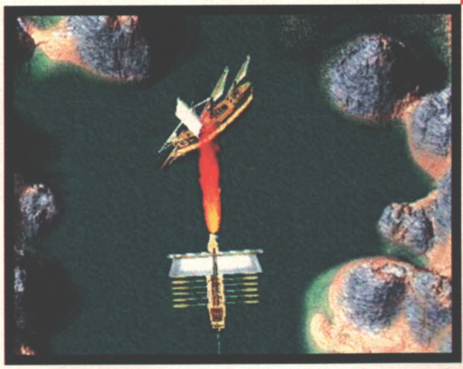
■ BRAVEHEART

In 3D mode press the DEL key for sending AI messages, then type the codes below.

CODE	**RESULT**
sesquipidilian	AI Cheats Enabled
bannockburn	Kill All Enemies



Get to know all the right moves in *Street Fighter Alpha 3*



TA: Kingdoms disappointed us but if you insist on playing it...

Stuck on Level 5 of *Dungeon Keeper 2*? Don't give up just yet

Neil, printing that little lot would leave no space on these pages to help anyone else. So here's Juni's moves to help you along:

ISM	TECHNIQUE	COMMAND
XAV	Cannon Spike	Charge d,u + K
XAV	Cannon Strike	Jump b/f, qcf + K
XAV	Mach Slide	qcf + K
XAV	Earth Direct	Rotate 360 + P
XAV	Hooligan Combination	qcf, uf + P (press K to cancel)
XAV	Razor Edge Slicer	Do nothing after Hooligan Combo
XAV	Fatal Leg Twister	When close, b/f + K after Hooligan Combo
XAV	Cross Scissor Pressure	Do the F.L.T. when low down
XAV	Falling Arc	f + MK
XAV	Hooligan Suplex	When close, b / f + PP
XAV	Frankensteiner	When close, b / f + KK
XAV	Flying Neck Hunt	Jump, when close, b / f + PP
XAV	Air Frankensteiner	Jump, when close, b / f + KK
XA	Psycho Streak	Charge b,f,b,f + P
A	Spin Drive Smasher	Charge db,f,b,uf + K

TOTAL ANNIHILATION: KINGDOMS

Could you help me on *Total Annihilation: Kingdoms* for the PC? I can't get started as the Zhon and I wondered if you could help me get going.
Jeremy Moore, Watford.

Here's five tips to get you on the road:

1. Combine your stone giants and shamans. This makes for one of the most effective Zhon assault forces.
2. Rush to build a few harpies then concentrate on building your infrastructure. While your units are building, micro-manage those harpies and capture enemy units. Harass the enemy with his own forces and maybe secure an enemy builder.
3. Zhon are mobile, so think dynamically. Queue up your builders to build towards your enemy. This allows your troops to get to the front lines faster.
4. Stone giants and death totems can take out enemy air assaults. But they must be concentrated, so use them around divine lodestones.
5. In the early game, use thirsha to claim manasites. As the game progresses and you lose thirsha, attack other enemy positions and gain their manasites.

DUNGEON KEEPER 2

I'm stuck on Level 5 of *Dungeon Keeper 2* for the PC, in Elm Shadow. How do I get the first quarter of the horned talisman?
Mickey Kavanagh, Glasgow.

First, start out by building a lair (4x4), hatchery (3x3), and library (3x3). The gold is sparse in this level, so keep your eyes on your coffers and mine more before you get too low.

Next, dig out to the south. You'll see some gold veins and bedrock that you can't dig through, but it will guide you. The pair of wooden bridges lead to a rather nasty prison. It'll take a few minutes for your imps to claim the prison as your own.

You're soon to be visited by an invading force. It won't be too difficult to dispatch them. The care in the prison isn't the best we've seen, and soon your prisoners will start dying off, only to be replaced by undead skeletons.

Fortunately, these skeletons are fearless (they're dead, after all). Grab one and drop it out of the prison and use your possession spell to jump inside for a ride. Head past the prison and towards your left, and soon the fog of war should clear. Then you'll see one of the entrances to Constantine's keep.

Hack your way past the fear traps and into the castle to the hero portal. Constantine will appear, but they'll soon take you down.

Once your skeleton is felled, the lord and his cohorts will start a full-scale invasion of your dungeon – and that's exactly what you want to happen. Let them enter your dungeon then drop all your fighting creatures into the room with the lord. Now call up your thunderbolt spell (you've no doubt got plenty of mana to burn by now) and help out your little goblins and warlocks by raining down lightning upon the poor lord. It won't take long for his knees to buckle and Horny to pay you a visit. In this level, you'll not only retrieve one of the gems, but you'll also get the first quarter of the horned talisman.

QUAKE 2

I'm blasting and grooving in the N64 version of *Quake 2* but I need hellllpppp! Any chance of passwords or cheats?
Davey Chapman, Walsall.

No worries. Here's a couple of little gems to get you going. For the Twists level: FBBC VBBB FBBC VBF7. And when you need a bit of low gravity: S3T1 NF1N 1T3S HOTS.

the five hundred	Kill Your Own
dresden	All Buildings on Fire
steve reeves	All Troops Hard as Nails
bucks fizz	All Troops Retreated
bastille day	All Walls Breached
haemorrhage	Blood Disabled
killcam	Cameraman Dead

■ BALDUR'S GATE: TALES OF THE SWORD COAST

This cheat is for tech-heads only. So beware. This procedure involves editing a game file; create a backup copy of the file before proceeding. If you're not sure about this – don't do it, it's not worth the agro. Use a text editor to edit the 'Baldur.ini' file in the game directory. Add the line 'Cheats=1' under the '[Game Options]' heading. Begin game play and press [Ctrl] + [Tab] to display the console window. Type one of the following case-sensitive codes, press [Enter], then press [Ctrl] + [Tab] to close the console window and activate the corresponding cheat function:

- Add 500 gold to inventory Cheats:Midas();
- All items needed for main quest Cheats:CriticalItems();
- Friendly Drizzt appears Cheats:DrizztDefends();
- Hostile Drizzt appears Cheats:DrizztAttacks();
- Summon ten berserk chickens Cheats:TheGreatGonzo();
- Cow Kill spell created if a cow is nearby Cheats:CowKill();
- Current map fully revealed Cheats:ExploreArea();
- Teleport to open location if stuck Cheats:Hans();

PLAYSTATION

■ SYPHON FILTER

● LEVEL 2

The only tricky part – near the end by the train – is when there's another 'fiery' man running after you. When you hear the screaming, quickly press down to do a 180-degree turn and run back. Don't worry about the guy on the roof of the train just yet. Make sure you get into the space between the two trains to avoid flaming up. Now that you're safe, take out your M-16 (or any other weapon) and destroy the guy on the top of the train. You can proceed safely when the guy stops flaming. Besides that, just keep going through this section and within just a few more trains, you'll have finished this level!

● MUSEUM LEVEL

At the end of this level, you have to capture Aramov and Phagan – (but they must be alive, so don't pop 'em one). To do this, target Aramov with the taser or, if you prefer, shoot her gun hand with the sniper rifle.

Send all your questions to our new address below. If anything comes through to the old Millharbour address, we won't get it. So there.

WHAT YOU NEED TO KNOW,
COMPUTER AND VIDEO GAMES,
ANGEL HOUSE,
338-346 GOSWELL ROAD,
LONDON,
EC1V 7QP

TESTED TO DESTRUCTION

You know which games to buy, but what about the things to play them with? Let us offer some advice

WORDS: ALEX HUHTALA **PICS:** KENNY P/MATT HOWELL **FIRESTARTER:** TONY CORMACK

There's three steps to owning a games console. The first is going out to buy it, the second is deciding what games you want to get for your system, and the third is when you're showing it off to your jealous mates who've never heard of it, but after a session at your place want to go out and get one for themselves. There's also an unwritten fourth stage, one that happens a shortly after you've bought the console, the games and impressed your mates – this stage is known as replacing the standard pad.

Computer & Video Games have compiled this round-up to help you negotiate the most uncharted area of game enjoyment, the world of peripherals and what they do. After all, who wants to fork out £50 on a crap pad when you could have spent it on a game? Join us on our trip to the outer limits of games addiction, the dark and mysterious world of Dreamcast add-ons.

X
Y
Z
A
B
C
Dreamcast

ARCADE STICK

BY SEGA **£34.99**

■ WHAT IS IT?
Sega's arcade heritage is demonstrated with the release of this specialist arcade-style controller. It comes with attractive green buttons and a nice joystick with micro-switches that you can hear a mile away. Plus there's space for a VM Unit, but not for a vibration pack.

■ GOOD POINTS
Perfect for fighting games, with the classic *Street Fighter* six-button layout. *Virtua Fighter*, *Soul Calibur* and a host of other arcade favourites benefit from this joystick.

■ BAD POINTS
Ridiculously large base. It feels comfortable, but it's like having a suitcase on your lap. A trim of a few inches would be better.

■ Odds of breaking after a month
100-1

★★★★★

CONTROLLER

BY SEGA **£19.99**

■ WHAT IS IT?
The official Dreamcast controller is unique in several ways. It has analogue shoulder buttons, which become evident in games like *Sega Rally 2* where they control the acceleration and braking. Plus, you can plug a VM Unit and vibration pack into the top of the pad, thanks to two add-on slots.

■ GOOD POINTS
It lets you control the games! You get a free one with the console and it feels nice to hold.

■ BAD POINTS
Only four facia buttons and the analogue ones are a problem when playing a game like *Street Fighter Alpha 3* – They also have a habit of breaking – being analogue you have to give them a whack to register. It feels nicer if you have tiny hands.

■ Odds of not breaking after a month? **20-1**

★★★★

Dreamcast
Y
X
B
A

Dreamcast
SLEEP
MODE
A
B

VISUAL MEMORY UNIT

BY SEGA **£19.99**

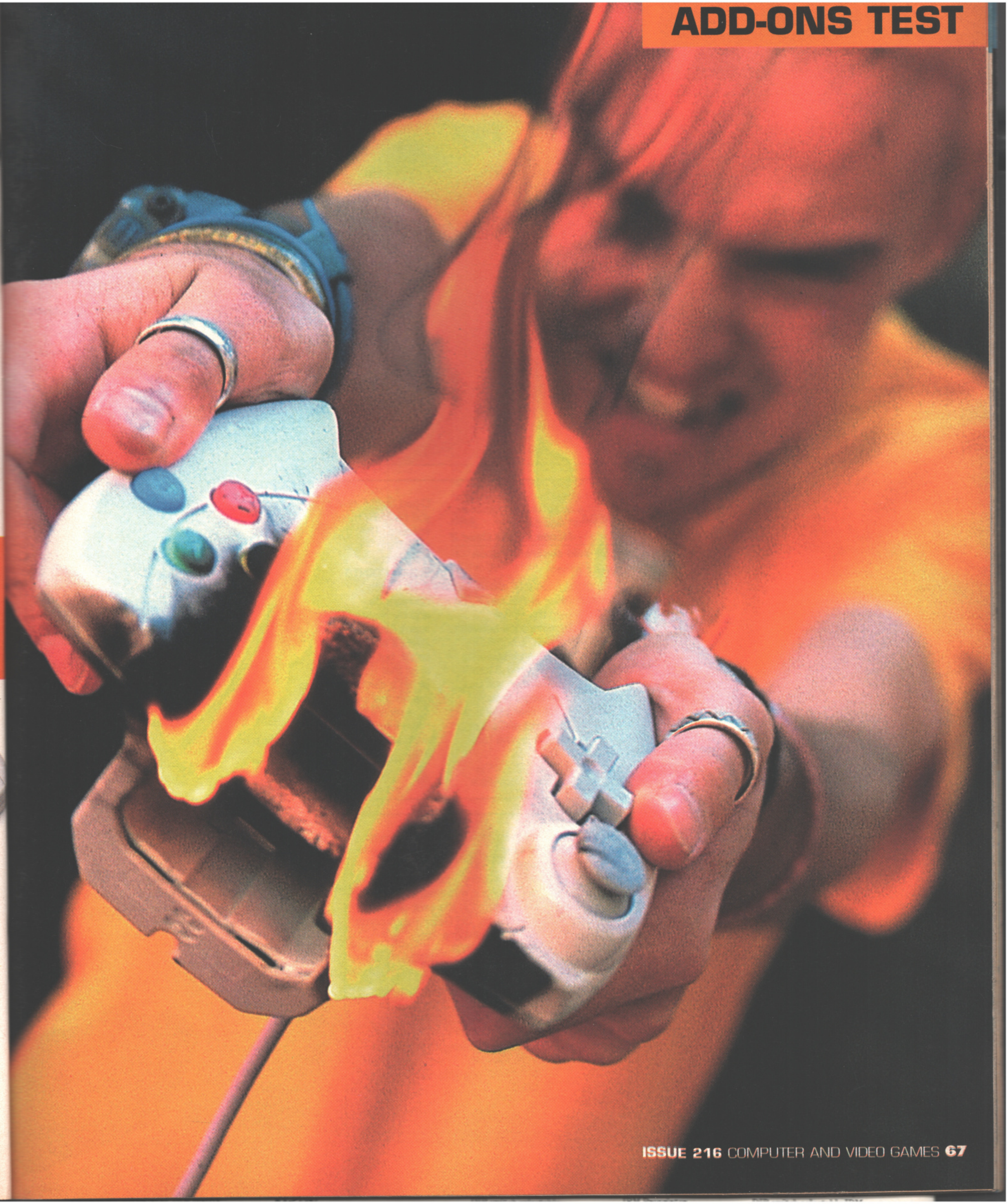
■ WHAT IS IT?
The evolution of memory cards. You can save your high scores with it, play mini games, and swap data with friends. It's small, sexy and has tiny buttons – has anyone at Sega ever studied anatomy?

■ GOOD POINTS
Has a million possibilities for use, but no one's thought of them yet. Instead you can grow *A-Life* in it – Tamagotchi-style – if you've got *Sonic Adventure*. See how many of your punches are getting through in *Ready 2 Rumble* and see a small deformed version of your fighter dancing around in *Soul Calibur*.

■ BAD POINTS
If you want to save your high scores and best times you're going to have to get one of these, so that's another £20 vanished. There are rumoured to be buttons on the VM Unit, but a speck of dust on the Hubble telescope meant we were unable to put the theory to the test. Eats up battery juice like a Furby on heat.

■ Odds of breaking after a month? **250-1**

★★★★★



RACE CONTROLLER

BY SEGA **£44.99**

■ WHAT IS IT?
The only official product that comes in an exciting shade of jet black and puts something substantial in your hands to play with. Unlike the terrible wheel that was released with the Saturn, the Dreamcast wheel is actually pretty good, it doesn't slide around on a table and it's very responsive.

■ GOOD POINTS
Sturdy, strong and black. While your other Dreamcast peripherals get grubby and covered in cack, this will still be gleaming. Put it under a microscope and there'll be a million bacteria swimming all over it, but to the unmagnified eye it'll look good as new.

■ BAD POINTS
Small, fiddly analogue buttons for gears are a bit of a let down, where's the gear stick when you need it? Plus, a wheel without Force Feedback on a next-generation machine is a bit of a shame, these things should be standard by now.

■ Odds of breaking after a month?
1000-1

★★★★★

VIBRATION PACK

SEGA **£19.99**

■ WHAT IS IT?
Slot this into your controller and enter a new world where bashing into objects on screen makes your pad rumble... er no, that would be Nintendo. Shock? No that's what the Sony pad does. It makes your pad vibrate – yeah, that's it.

■ GOOD POINTS
Doesn't need batteries, er... makes your games vibrate.

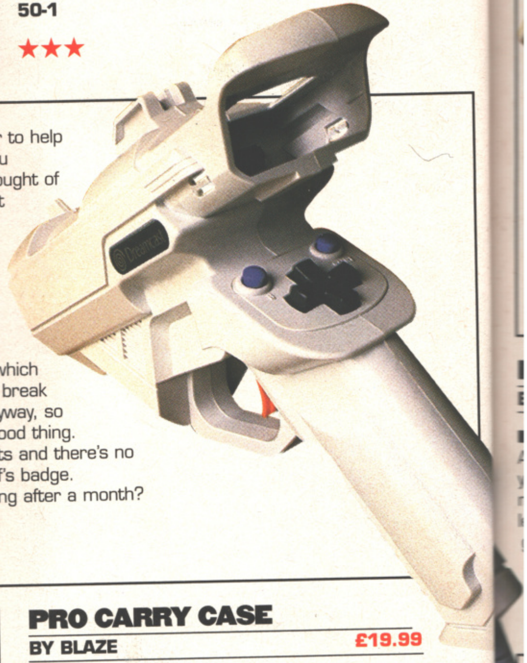
■ BAD POINTS
Buying separate devices to make your pad shake seems a bit of a rip-off these days. It's another way of getting an extra £20 out of your pocket – making a pad and Vibration Pack £40. Whereas Sony's Dual Shock controller is only £19.99.

■ Odds of breaking after a month?
50-1

★★★

GUN

BY SEGA **£54.99 with *House Of The Dead 2***
Will be sold separately soon



■ WHAT IS IT?
Chunky plastic gun that allows you to shoot zombies in *House Of The Dead 2*. To help the Police distinguish the difference between this and a real gun, it comes in lovely off-white. It also has a long cord running out from the handle. Should any law enforcer still be convinced it's an illegal firearm, there's a piece of clear plastic at the end of the barrel and a slot for a memory card on the back.

■ GOOD POINTS
Incredibly accurate gun that's lighter than it looks. Also has a D-pad on the rear to help you navigate menu screens. They thought of everything – apart from recoil.

■ BAD POINTS
A bit on the chunky side, and the sights aren't fantastic. There's also no recoil, but guns which offer that usually break within a week anyway, so maybe that's a good thing. Doesn't fire bullets and there's no holster or Sherrif's badge.

■ Odds of breaking after a month?
50-1

★★★★★

FISHING CONTROLLER

BY SEGA **£59.99**
with *Sega Bass Fishing*

■ WHAT IS IT?
Lets you catch fish in games with fish, providing they're not called *Sonic Adventure*. This narrows your choice of games down to one – *Sega Bass Fishing*, the new name for arcade hit *Get Bass*. The controller recreates the arcade experience really well, detecting your movement and telling you to move the rod left or right to relieve the line tension.

■ GOOD POINTS
Lets you enjoy the fun of fishing without the need of those thigh-length wellies, which are kind of kinky providing you've got the legs for them... but that's a different story. How the rod detects your movement, we don't know, although the best guess is spirit levels. Uri Geller might come into it somewhere, too.

■ BAD POINTS
Only one game for the rod at the moment, so unless you play *Sega Bass Fishing* morning, noon and night it's a bit of a waste. You could always keep it in your kitchen and fool your friends into thinking it's a fancy can opener from Sweden.

■ Odds of breaking after a month?
50-1

★★★★

PRO CARRY CASE

BY BLAZE **£19.99**

■ WHAT IS IT?
A portable home for your Dreamcast. Stores the console, cables, two pads, four games and memory cards. Adjustable Velcro straps and elasticised fishnet pockets add to the luxurious effect.

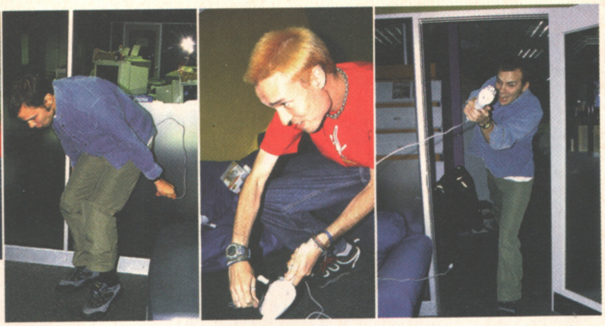
■ GOOD POINTS
Stops dust gathering on your console and you can pull out the compartments, thanks to the magic of Velcro. In the heat of passion it doubles up as a handy portable bondage chamber.

■ BAD POINTS
Every neighbourhood mugger will know your carrying a Dreamcast.

■ Odds of breaking after a month?
1,000,000-1

★

Yeah – Tonycormackian aspyxiation, in full effect



Skipping, fishing and shooting – games aren't all about sitting on your arse with a pad

FORCE PACK

BY MAD CATZ **£19.99**

■ WHAT IS IT?
Vibration pack, mate it with your joypad to make your games bounce. There's also a big red light on it that flashes whenever the pad rumbles. How that offers anything to the experience is a mystery.

■ GOOD POINTS
Lets you feel all the hard punches in *Ready 2 Rumble*. Doesn't need batteries.

■ BAD POINTS
The red light going on and off is like playing an epileptic version of Russian roulette. The fact that it looks like a bicycle light isn't cool, either.

■ Odds of breaking after a month? **100-1**

★★

DREAM PAD

BY MAD CATZ **£19.99**

WHAT IS IT?
Pad with six facia buttons instead of the standard four, but with the analogue shoulders underneath. It's also fully programmable.

■ GOOD POINTS
The analogue controls are nice and six buttons is all right by us.

■ BAD POINTS
With six buttons it should be ideal for fighting games, but for *Capcom* fans the digital pad is too rigid – it's almost impossible to do a fireball move. The pad is also heavy; plug in a VM Unit and vibration pack and it's better than doing weights at the gym. Rubbish name.

■ Odds of breaking after a month? **75-1**

★★★

PAL CONVERTER

BY BLAZE **£29.99**

■ WHAT IS IT?
Automatically switches between your Dreamcast and the TV signal, meaning you don't have to unplug leads every time you want to play a game, or go back to watching *EastEnders*.

■ GOOD POINTS
You don't have to bend down in a funny position, trying to get behind the TV and reach the lead that's within an inch of your grasp, and if you're of a certain age, doing your back in during the process.

■ BAD POINTS
Only works with RF and AV connections, meaning a poorer picture for your games than S-Video and Scart.

■ Odds of breaking after a month? **500-1**

★★

AV IN
TO ANTENA
BLAZE
TV OUT
PAL CONVERTOR

KEYBOARD

BY SEGA **£19.99**

■ WHAT IS IT?
A revolution in pads. Hundreds of keys easily identifiable by the letters of the alphabet and numbers, too. Any word from the English language is accessible, providing you know the correct combo, and it allows you faster navigation around the Internet. Won't improve your lap times on *Sega Rally 2*.

■ GOOD POINTS
Small and compact. Proves that Sega are dedicated to selling the Dreamcast as a cheap way of getting on the Internet. Guaranteeing a larger audience for the console.

■ BAD POINTS
Small and compact – at a price. If you've got fat hands with stubby fingers you're going to end up typing stuff like Vbfriyteeg Slpeets mnaleds when you really wanted to see Britney Spears naked. It looks and feels like it's made out of cheap plastic, too.

■ Odds of breaking after a month? **10-1**

★★★

X-TENDER CABLE

BY BLAZE **£9.99**

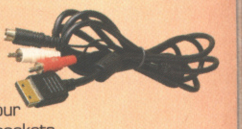
■ WHAT IS IT?
Play on the Dreamcast from a distance of two metres.

■ GOOD POINTS
Play from the comfort of your favourite armchair – it says this on the box! Doubles up as a skipping rope.

■ BAD POINTS
What if you don't own an armchair – what happens then!

■ Odds of breaking after a month? **100-1**

★★★★



AV CABLE

BY BLAZE **£9.99**

■ WHAT IS IT?
Bit of wire that lets you plug your Dreamcast into a TV with AV sockets.

■ GOOD POINTS
Offers better picture quality than the pathetic RF lead that comes packaged with the console.

■ BAD POINTS
Isn't quite a perfect fit. You really have to ram it up the console to get a picture.

■ Odds of breaking after a month? **100-1**

★★★★

S-VIDEO CABLE

BY BLAZE **£9.99**

■ WHAT IS IT?
Offers the best possible picture for your games, providing your TV is compatible, of course.

■ GOOD POINTS
Makes your games look even better.

■ BAD POINTS
S-Video connections on a TV are usually at the front, meaning you can't hide the sight of the wires.

■ Odds of breaking after a month? **150-1**

★★★★★

SCART CABLE

BY BLAZE **£9.99**

WHAT IS IT?
Gives you a better picture than the RF lead and is compatible with nearly any TV made in the past ten years.

■ GOOD POINTS
Graphics are sharp. Sound comes in stereo.

■ BAD POINTS
Colours are displayed with a slight tint of blue, not as good as S-Video.

■ Odds of breaking after a month? **200-1**

★★★★

DREAM CABLE

BY MAD CATZ **£9.99**

■ WHAT IS IT?
Give your pads extra reach and provide more opportunity for someone to trip over them.

■ GOOD POINTS
Gives you an extra six feet distance to play from, or 1.83 metres, if you prefer.

■ BAD POINTS
What's wrong with sitting on the floor near the warmth of your TV and console anyway?

■ Odds of breaking after a month? **100-1**

★★★

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

PLAYSTATION

Stephen Littlewood, from Warrington, has a bunch of fighting tips on offer, and earns £10 for his efforts.

■ WWF ATTITUDE

To play as a secret wrestler, win the WWF title on 'normal' or 'hard' using these characters:

Triple H = Chyna
Chyna = Test
Stone Cold Steve Austin = Vince McMahon

For these characters you must complete Career mode:

Stone Cold Steve Austin = Referee
Al snow = Head
BadAss, Road Dog, X-Pac = Shawn Michaels
The Undertaker or Kane = Paul Bearer
D-Lo Brown or Mark Henry = Godfather
Goldust = Marc Mero
Owen Hart or Jeff Jarrett = Jerry Lawler
Jerry Lawler = Brian Christopher

LADIES COSTUMES

Win the title with Val Venis in Challenge or Career mode to get female clothing in Creation mode.

NEW DUDS

Win the title with Mankind in Challenge or Career mode for clothing in Creation mode.

MORE HAIR

Win the title with The Rock in Challenge or Career mode to get more facial hair.

NO SCRUBS MODE

Win the title with the Trainer in Challenge or Career mode and jobbers will be disabled.

NO WIMPS MODE

Win with Faarooq or Bradshaw in Challenge or Career mode to get disabled blocking.

PLAY AS SABLE

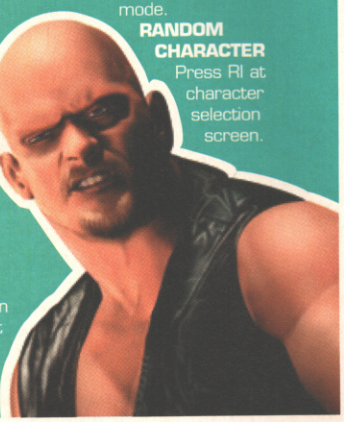
Win the title as a female-created wrestler in Career or Challenge mode.

PLAY AS SHANE

Win the title with a male-created wrestler in Challenge or Career mode.

RANDOM CHARACTER

Press RI at character selection screen.



■ ROLLCAGE

To have everything in an unlocked state, enter the password 'maxcheat' to unlock all leagues, mirror the bonus tracks, skid pan and superball and grab an extra driver – Yuri. To add the game designer's best lap times, enter the password 'bestlaps'.
James Arnold, Coventry

■ DRIVER

For an easy getaway while being chased, drive on the footpath for five to ten seconds. If police cars are on your tail, they'll retreat.
Jonathan Simmons, Glasgow

Unlock the following cheats using the shoulder buttons on your controller:
L1 = 0; L2= 1; R1= 2; R2 = 3

For Credits – 123023123012
Invincible – 1133131032100
Immunity – 0122221122003
Jack-up suspension: 3123103311032
Umair Yousuf, London

■ GRAND THEFT AUTO: PLATINUM

Enter the following codes as your player name for some interesting results:

Maximum Wanted level: EATTHIS
Display Co-ordinates: BLOWME
City Skip: FECK
Level Select: SKYBABIES
All Cities (1 and 2): CAPRICE

Uche Okiki, USA

■ NEED FOR SPEED: ROAD CHALLENGE

Bilal Razi, from London, sped along to the office with these tips:

TITAN HOTROD

Enter Hotrod as the username to unlock the Titan hotrod car in Test Drive, Single Race, Hot Pursuit and Versus modes. 'Cheat Activated' will appear to confirm correct code entry. Note: Save game is disabled while this cheat is activated.

PHANTOM

Enter Flash as the username to unlock the Phantom car in Test Drive, Single Race, Hot Pursuit and versus modes. The phrase 'Cheat Activated' will appear to confirm correct code entry. Note – save game as above.

TURN SIGNAL AND HEADLIGHTS

Hold L1 and press Left or Right to activate the turn signals. Hold L1 and press Down to turn on the hazard lights and press Up to turn on the headlights.

EXTRA TRACKS

The only way to unlock all the tracks is by opening them up within the Tournament and Special Events modes. By finishing first, second or third in a Tournament or Special Event race, you open up the tracks for other modes, such as Test Drive, Hot Pursuit, single-player and two-player match-ups.

GAME BOY COLOR

■ CONKER'S POCKET TALES

Here's how to get access to the Spooky Forest, after finding conkers and the Slingshot. To fire it, hit the B Button, but be careful, you'll run out of conkers quickly. Next, return to the Forest Guardian. He will let you play his game. You have to shoot six targets in 20 seconds. Don't take too long to aim because if the target falls back down you have to hit an extra target in order to win. He will give you access to Spooky Forest.
Nigel Crawly, Liverpool

■ POKEMON PINBALL

Pokédex record: Enter the Pokédex and press Select to view how many Pokémon have been obtained and seen. Bonus levels are unlocked by capturing three Pokémon in the same location without getting a 'Game Over' screen or changing to a different location before returning. If this is accomplished, a hole marked 'Go To Bonus' will appear. Enter the hole to reach the bonus level. The Red pinball machine has a Diglett's Cave bonus level, and the blue pinball machine has a Meowth's House bonus level.
Gerry Riley, London

■ A BUG'S LIFE

For access to the bonus level just enter BL26 as a password. Then:

Level	Password
1	9LKK
2	BL26
3	5P9K
4	6652
5	BKK2
6	2PLB
7	6562
8	L58B

David Barton, Newcastle

■ ZELDA DX

If you have the boomerang and the rooster, you can fly if you first throw the boomerang and quickly pick up the rooster. The boomerang will float underneath you, killing any enemies in your way.
Scott Burgess, Newbury

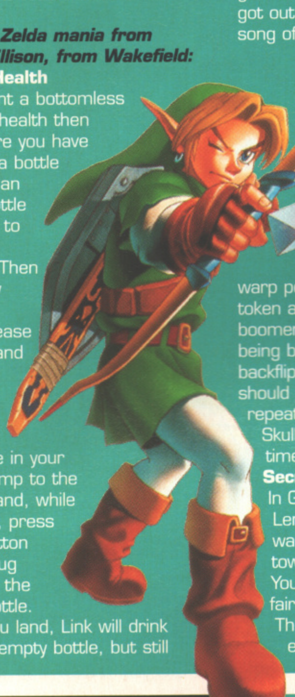
MONEY

Send in your best tips and get £10 in return

NINTENDO 64

■ ZELDA: THE OCARINA OF TIME

Zounds! Zelda mania from James Ellison, from Wakefield:



Infinite Health
If you want a bottomless bottle of health then make sure you have a bug in a bottle and also an empty bottle equipped to the C buttons. Then go to any drop-off. Now, release the bug and catch it again so you're holding the bottle in your hand. Jump to the drop-off and, while in the air, press the C button for the bug and then the empty bottle. When you land, Link will drink from an empty bottle, but still gain health.

Loads Of Skulltulas
Once you've got past the guards at Hyrule Castle and got out of the moat, play the song of storms at the tree in the corner. Drop down the hole and there's a Gold Skulltula in the space behind you. Kill it so the token appears and get right next to the warp point. Z-Target the token and throw the boomerang at it – as it's being brought back to you, backflip into the warp. You should get the token. Keep repeating until you get 100 Skulltulas, but save every time as it's pretty tricky.

Secret Grotto
In Ganon's Castle use the Lens of Truth on the walls around the central tower in the main room. You'll find a grotto full of fairies and scrubs there. This can be handy for extra health.

Main man, Andy Spears, from Burntwood, has been very busy and delivered mucho cheats for the following games and is now £10 better off.

■ BANJO KAZOOIE

You need to go to the bit of Treasure Trove Cove with the letters and spell out the word 'CHEAT' before you can enter the cheat itself:
AGOLDENGLOWTOPROTECTBANJO
gives you infinite gold feathers.

■ TUROK 2: SEEDS OF EVIL

Go to the Enter cheat menu and put in any of these codes. Then start a new game and press Start to bring up the cheat menu.

Big heads – UBERNOODLE
Stick men – HOLASTICKBOY
Big hands and feet – STOMPEM
Small enemies – PIPSQUEAK
Pen and ink mode – IGOTABFA
Gouraud shading – WHATSATEXTUREMAP

Enemies too big? Try some little 'uns

■ BODY HARVEST

To enter any of these cheat modes, first type your name in as ICHEAT and start the game. While playing, key in a code. To remember them think of the C buttons as the initial letters of the directions north, east, south and west, the cross key directions as the first letters of Up, Down, Left and Right, and the Z trigger as F for fire.

Weird Graphics:
SURREAL (C-Down, Up, Right, Right, C-Right, A, Left)

All Weapons:
ARSENAL (A, Right, C-Down., C- Right, C- Up, A, Left)

Powerful Weapons:
SNUFFLE (C- Down, C-Up, Up, Z, Z, Left, C-Right)

Create Mutant:
SUFFER (C- Down, Up, Z, Z, C-Right, Right)
[a harvester must be nearby]

PC CD-ROM

■ DUNGEON KEEPER

Colin Davies wondered if many readers were still getting stung by the original Dungeon Keeper. If so, these might help you out...

Drop the following into your temple at the same time: one Bile Demon; one Dark Mistress and one Troll. The Gods will be pleased and give you a Horned Reaper but be careful; build a room that it can be locked in or it will fight your own creatures. Drop money on it if it becomes angry. In the installation open the 'data' folder, now open the 'creature.txt' to edit any of the game's values. Just start a new game to use the new value. In DOS, type DATE and enter 20-07-1997. Then type TIME and enter, for example, 00h05. Then, enter *Dungeon Keeper* and start a new game. A new secret level has appeared. Or try this: first possess a creature, press F11 and the screen should flash. Press F12 and a cheat menu should appear. Select cheat by left-clicking with mouse. To use creature's spells press Enter on the numberpad and select a spell. On main screen during the game, press Enter for yet another cheat menu. Now you can get unlimited free monsters using 'place creature mode'. Finally, to complete the library project immediately, sacrifice three flies in the temple.

■ BALDUR'S GATE

For extra gold, put a potion on your belt so that you can use it quickly. Go to the main game screen to see it. Then go back to your inventory, replace it with a gem of any kind, then go back to the main game screen and you should see the potion. Next, click on the potion, go back to your inventory and you should find that the gem doesn't have a number by it. Go back to the main game screen, click on the potion again and when you go back to the inventory you should have the number 65555 (or somewhere around that figure) by the gem. Lastly, sell the gem and you'll get lots of money.

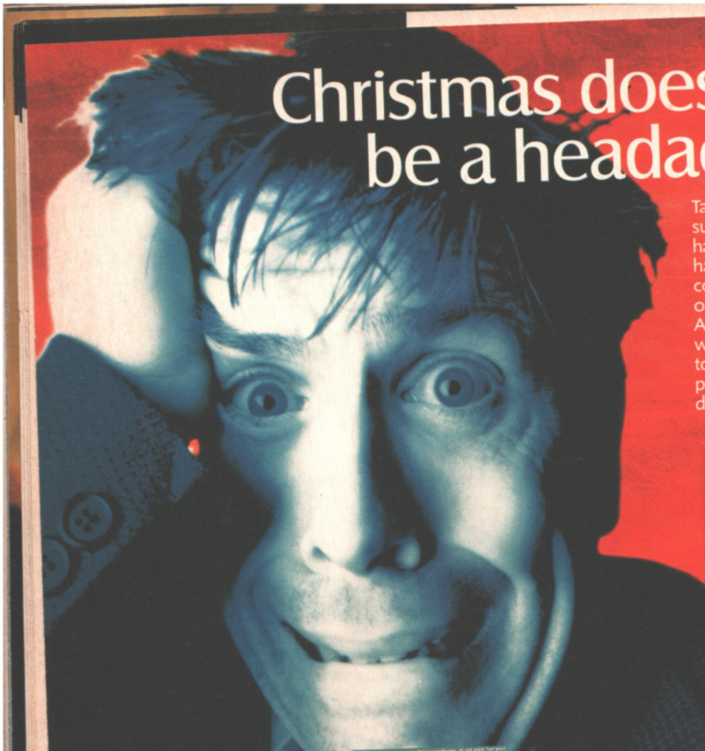
Tim Blavey, Coventry

Money makes the world go round – so cheat

■ IMPERIUM GALACTICA

When in the game press SHIFT then C and you'll hear a sound. Now press: V for Credits. At this point the game will do strange things if you continue, so save the game. Then exit the game and start again. Load your saved game and you should find that you have many credits, even if you only have a rank that' s under commander.

Richard de Jong, Derby



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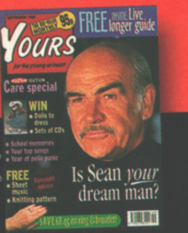

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YOUR LETTERS

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STAR LETTER
SOMETHING INTERESTING

To say that I like your magazine is a bit like saying the galaxy is big. In response to you asking for 'something interesting' to be sent in to Mailbag, I have sent you:

1. **Four postcards with naked women on them (don't really know why I did that).**
2. **A picture I quickly drew on my computer (the big monster is me by the way).**
3. **Some leaflets which allow money off the entrance fee at The Camden Palace.**
4. **A weird collection of stories called Super Unnatural (which I submitted for my English course work and got an A. Honest).**
5. **Other various bits of crap which I may put in after I finish writing this letter.**

Cheers very much.
Paul Keely, Middlesex

For pure effort have a bundle of goodies on us. A T-shirt, a cool bag and numerous other bits and bobs are in the post today.

BEEN RUMBLED

Is it true that computer magazines test Rumble Paks on the N64 by putting them down their pants? My mate Ian seems to think this is true, and I think it's kind of quite disturbing if that's what you get up to at night.
Don Breach, Hendon

Er, no... honestly.

DOUBLE LIFE

TV Dinners
Hugh Fearnley Whittingstall talks to more amateur cooks

I thought you would like to know that the editor, Matt is leading a double life as none other than Hugh Fearnley-Whittingstall. You better tell him the Clark Kent-type disguise is fooling nobody.
Thurisaz, Manchester

DREAMCAST

Is the Rumble Pak for Dreamcast any good and how does it compare with the Dual Shock on the PlayStation and the N64's Rumble Pak? Also, what colours will the pads be available in?
Andrew Hough, Cheshire

Take a look at the Dreamcast add-ons test in this issue for details on what's worth buying for your new console.

LICKABLE JOYPAD

I'm a bit confused about PlayStation 2; will it have the internet and DVD and what else? How much will it cost and will the games be more expensive than they are now?
On what date is it coming out and will it really be more powerful than a PC and Dreamcast? What new things will be coming out with it, I've heard about lickable joypads?
Jonathan Fahey, Wigan

> *"I've just heard Sega have delayed Dreamcast"*
> ***Simon Lovell, via e-mail***

To end the confusion, turn to Scoop! now and read all about PlayStation 2. As usual, Computer and Video Games has the hot information for you first.

HOW DID YOU DO THAT?

Congratulations on the new-look mag, but there is one thing I would like to point out and my friends would like to know. In your first new-look issue, how did you get all the tips sent in by people for the Easy Money pages. How did people know to send their tips in?
Kenny Cheung, Borehamwood

We'd like to pretend it was magic but the fact is you guys sent us lots of tips anyway, so all we did was decide to create a new regular feature in the mag for them, and give you a tenner in return. Mystery solved.

IN THE DARK

I'm still getting over Weirdy Wednesday. I was in Cornwall when day turned to night for two minutes. Shortly after, the clouds parted and I saw something strange. The sun had turned into a giant yellow Pac Man. How did Namco do that?
Ross O'Reilly, Devon

WANT SOMETHING FOR
FREE?

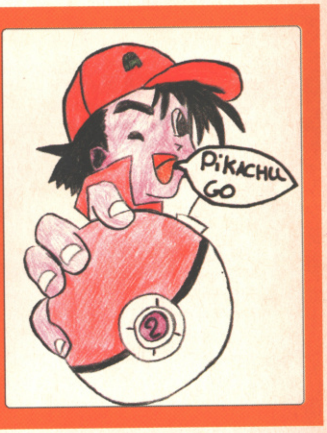
It's easy, all you've got to do is send us something interesting. Could be a letter (but no more 'this or that console's crap' letters please). Photos or stories of weird game-related stuff always goes down well, especially if it will make other people laugh. Size of prize will depend on the quality of what you send. Write to: **Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.**

B@ST*RDS!

I've just heard that Sega have delayed the launch of Dreamcast by three weeks. What are they on! They obviously don't care one sh*t about all the people who put down deposits so they could get a Dreamcast on 23rd September. Everyone's now got to wait until mid-October. W@nk*rs. Do they know how gutted we are? I'm going to see if I can get my money back.
Simon Lovell, via e-mail

RED HOT AND BLUE

I have *Pokémon Blue* and *Pokémon Yellow* (Japanese import) on the Game Boy and I would recommend them to anyone because they are both brilliant. *Pokémon Red* is also brilliant because you can link up with *Pokémon Blue* and swap *Pokémon*. I watch Pokémon the TV show and I think it's great, but why do they have to repeat Series One three times in a row? How stupid can you get.
When *Pokémon* is released in the UK it's going to take it by storm. Get ready for the biggest craze of the century.
Paul Michaiski, Loughborough



> *"Do magazines test Rumble Paks by putting them down their pants?"*
> ***Don Breach, Hendon***

“My six-year old brother ran out crying and shouting, ‘I’ve bust it!’”

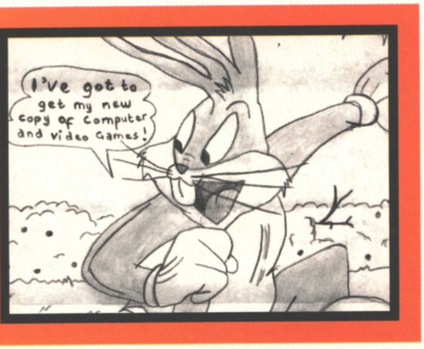
Thomas Griffiths, Worcester

APE ESCAPE?

You are my number one console mag and the new look is wicked. I’d just like to say keep up the good work and Alex (from the Computer and Video Games team) has got an overgrown chimpanzee head (but he’s still cool).

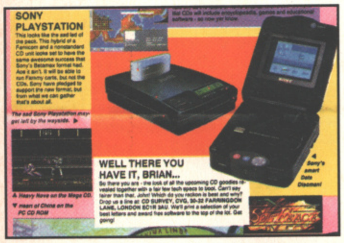
Andrew Fairbank, Middlesborough

P.S. Do you like my picture?


I’ve got to get my new copy of Computer and Video Games!

CRYSTAL BALLS-UP

I recently discovered some ancient issues of Computer and Video Games in my cupboard. In particular, Issue 125 (April ’92) really caught my attention. You ran an interesting special report based on next generation CD consoles of the time: The Wondermega, Phillips CDI and the Super NES CD all received rave previews. There was also this other one you covered, a crap one which you said fell way short of your expectations. You quoted it as, “The sad lad of the pack. A machine which may get left by the wayside.”



SONY PLAYSTATION

This looks like the sad lad of the pack. This hybrid of a Famicom and a nonstandard CD unit looks set to have the same awesome success that Sony’s Betamax format had. Ace it ain’t. It will be able to run Fammy carts, but not the CDs. Sony have pledged to support the new format, but from what we can gather that’s about all.

The sad Sony Playstation may get left by the wayside. ▶

▲ Heavy Nova on the Mega CD.

▼ Heart of China on the PC CD ROM

WELL THERE YOU HAVE IT, BRIAN...

So there you are - the look of all the upcoming CD goodies revealed together with a fair few tech specs to boot. Can’t say fairer than that, John! Which do you reckon is best and why? Drop us a line at: CD SURVEY, CVG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We’ll print a selection of your best letters and award free software to the top of the lot. Get going!

◀ Sony’s smart Data Discman!

It was described as a console which could run Super NES carts and had a non standard CD unit. That machine was the Sony PlayStation! It was a prototype of course, but look at what it has become, the dominant force in video gaming! How times change. Never mind, it looked like that year the April fool landed on you guys, and that makes a refreshing change.

Carl Garbutt, Manchester

We also said it would have the success of Sony’s Betamax video format (what do you mean, you don’t remember that?). How more wrong could we have been?

IT’S NOT FUNNY

I have a funny story. One day my brother was on our N64 when outside there was a thunderstorm. We had a power cut. Luc (my six-year old brother) ran out crying and shouting, “I’ve bust it!” He ran straight into the wall. Well, it’s not that funny.

Thomas Griffiths, Worcester

SECOND DIVISION

Having read your article on best ever football games, I thought I would just add a word of warning to any of your readers thinking of buying *Championship Manager 3*. Here are five reasons why it has to be the most unrealistic football sim ever.

1. The English national side has been in the top two international rankings for the last 15 years, and even won a penalty shoot-out against Germany!

2. Manchester united are now a mediocre First Division side (or was that a dream?).

3. Chelsea once fielded an Englishman.

4. I bought David Beckham for £50,000.

5. Liverpool kept a clean sheet not many seasons ago.

So you see, not very realistic is it? Mind you, Arsenal do have the same back four!

C. Montgomery, Rotherham

RIDE VERT

I am a mad skateboarding fan and I really want to know who will be in the game *Tony Hawk* (as well as Tony), also how much will it cost? It’s obvious that it will have different options like best trick compos, vert doubles and the rest like street competitions. Oh yeah, will you be able to customise your board and skaters, as I think that is a really dope idea and I’m totally psyched about the game?

I also think your new design is gnarly as I’ve been getting your mag since I was born, practically.

Dan “Flip” O’Lone

Dan, for the lowdown on the best thing since actually skateboarding, turn to the Reviews section at the back of the mag and check out the game in full.

UM JAMMER RUBBISH

Normally I think Computer and Video Games’ reviews are spot on. Normally, if you say something is good then you can buy it and know that your money is well spent. Normally, you lot aren’t on some hallucinogenic, mind-bending drugs. But last month you must have been off your faces. How in your right mind can your rate so highly a game like *Um Jammer Lammy*?

The facts are: it looks rubbish, it’s a dumb idea of a game and is so childish it stinks. I want you to print an apology and reduce it’s score to zero. Then I’ll be happy and believe you’re not all nutters.

Jamie Allerton, Bradford

Alert! Alert! We have someone here who’s lost his sense of humour. *Um Jammer Lammy* is all about fun. Try it and you might just like it (you might even break out into a smile). A free copy is in the post for you to play, if you dare.

BLINDING

I loved the test between all the footie games (Issue 212) and totally agreed with the result. Why don’t you make this a regular feature, with debates over the best games in each genre? You could do *Zelda* versus *Final Fantasy VII* and *Gran Turismo* versus *Sega Rally 2*. That would be cool.

Luke Mittins, Bristol

You want more Blind Tests, more Blind Tests you shall have. This issue sees us search for the Ultimate Deathmatch. Turn to page 46 to find out if *Quake* kicks *Half-Life’s* ass.

DODGY GEAR

I have found things called ROMs on the internet. Now I can play all my old favourites that were on my Megadrive, SNES and Game Boy (along with a few others) on my PC. I can also get hold of old arcade games such as *Gunsmoke* and *Gauntlet*, which is dead cool. I think that Nintendo and Sega should stop trying to ban these sites and perhaps even follow them by bringing out official ROM packs. That way, they could get something out of it, too. They could even put some artwork and information, such as reviews, on the CDs. Good idea?

Michael, Dorset

WHO WROTE TO MAILBAG THIS MONTH

Daniel Blenkin, Yorkshire; Nathan Archer, Halesowen; Matthew Taylor, Wigan; Jarrel Walcott, Tottenham; Jenna Al Najar, Londonderry; Kim Beatty, Devon; Damian Dungiven, Co. Derry; Trevor Ume-Ezeoke, Leeds; David Bryan, Wolverhampton; Steven Burgess, Liverpool; William Lee Naylor, Liverpool; Matthew Crory, N. Ireland; Euros Lloyd, Ceredigion; Paul Coltas, Middleton; Jay Herber, Pinner; Joseph Race, Scotland; Ell Parker, Lancashire; Brian D’Silva, Plumstead; Joseph Byrne, Ireland; David Byrd, Epsom; Olaf Zacek, Estonia; Tony Kraft, Essex; Richard Pennie, Colchester; Mark Bagnall, Bristol; Jonny Songer, Suffolk; Billy Lorgan, Co. Cork; Thomas Parker, Mossley; Mark Chapman, Upminster; Tim George, Chesham; Christopher David Nicholson, Tyne and Wear; Adam Edgar, Tyne and Wear; Neil, Surrey; Andrew James, Egham; Danny Whitestone, Coventry; James Crichton, Fife; X-cutioner; Robert Cook, Scotland; Maff Jackson, Yorkshire; Ross Pettigrew, Perth; Patrick Argyle, Leeds; William Mallard, Cambs; Richard Ross, Ayrshire; Peter Channing, Plymouth; Jonathan Sanchez, London; Jonathan Todd, Edinburgh; Eoin Mac Maon, Limerick; Joel Stockwell, Berkshire; Robert Burns, Liverpool; C. Small, London; Jack Ratcliffe, Herts; Andrew Suggitt, Stockport; James Corry, Sheffield; Shafique Hoque, Dundee; Jon Waugh, Suffolk; Paul Donald, Mansfield; Chris Curry, Staffordshire; Sean, London; Colin Mitchell, East Sussex; David Wilson, Streatham; Tom Worsley, Southport; David Barber, Warrington; Nicholas Clubman, Armley; Anthony Hamilton, Bolton; Paul Paterson, Glasgow; Daniel Jones, South Norwood; Simon Swallow, Barnsley; David Paterson, Glasgow.

“How in your right mind can you rate Um Jammer Lammy?”

Jamie Allerton, Bradford

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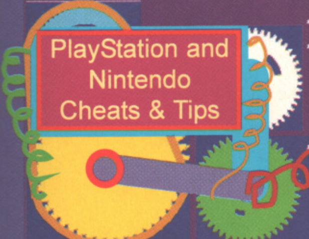

PlayStation and Nintendo Cheats & Tips

- Dial **09061 405080**
- Use SEARCH MODE to find the game you want.
  - Press 2 to select the game that you want,
  - Press 1 to go back through the list
  - Press 3 to skip forward.
- After choosing your game, you then enter PLAY MODE.
  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press * at any time for Help.

BACK	SELECT	FORWARD
1	2	3
4	5	6
7	8	9
*	0	#
HELP	ABORT	REPLAY

< SEARCH MODE

THE CHEAT MACHINE

< PLAY MODE

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1999 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary.
Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or a list of winners' names, see our web site or send a stamped addressed envelope to the address below. If you win an INSTANT prize send your claim, with Cliam Number to

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HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who's made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than another other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video Games
★★★★★

Any game that earns the five-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

84

SYSTEM SHOCK 2

Sci-fi horror on your PC

LEVEL 1
TRIES 1
HITS 15
MISSES 4

88

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OUT: **NOV**
MULTIPLAYER: **1-2**
COMPATIBLE: **VISUAL MEMORY UNIT/VIBRATION PACK**

A cutting-edge fighter for Dreamcast players to cut their teeth on. It's so amazing, it hurts

WORDS & SCREENSHOTS: PAUL DAVIES

SOULCALIBUR

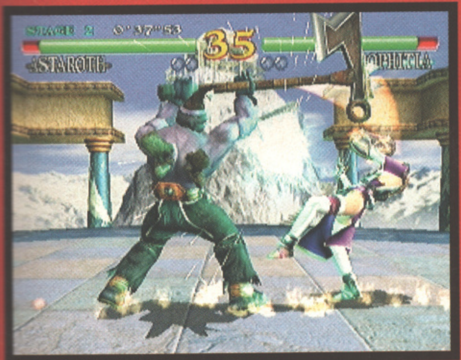
Fist fighting has been done to death in games but here's a killer weapons-based fighter with so many cool features you won't know where to start.

You may have already seen *Soul Calibur* in the local arcade; if you had any sense you would have pumped a few quid in it, too. It's a real stunner of a game that can push even hardened button-tapping technicians to the extreme.

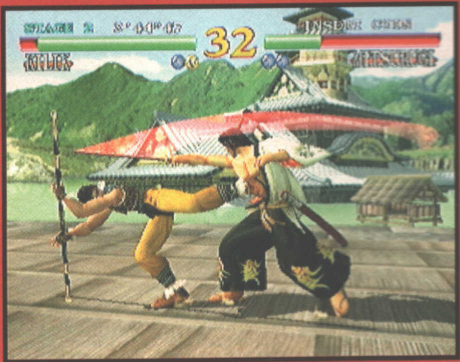
The game oozes credibility, and it's sharper than ever on Dreamcast. It looks way smoother and offers refined character control over the arcade original. A cut above the rest? You bet.

HEAVYHANDED

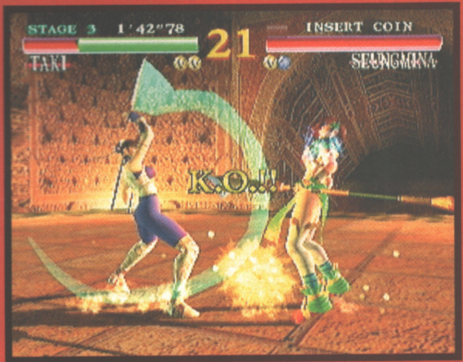
In *Tekken* and *Virtua Fighter*, the characters weigh-in pretty much the same, with the exception of sumo wrestlers Ganryu and Takaarashi. In *Soul Calibur* your choices are varied. From the sloth-like giants Astaroth and Rock, to the sleek chic of Seung Mina and Kilik. You must consider agility alongside strength and the moves that suit your style.


STAGE 2
0'37"53
35
ASTAROTH
SOPHITIA

One swipe of Astaroth's axe does as much damage as a combo from a character of average build


STAGE 2
32
KILIK
INSERT COIN

Rounded characters allow the pros to show off and beginners to find their feet. Kilik is a good example

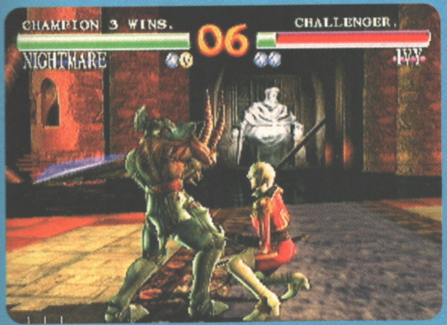

STAGE 3
1'42"78
21
INSERT COIN
TAKI
SEUNGMINA
K.O.!!

Fast movers like Taki are tough to pin down, but fall to blows that would only make others stumble

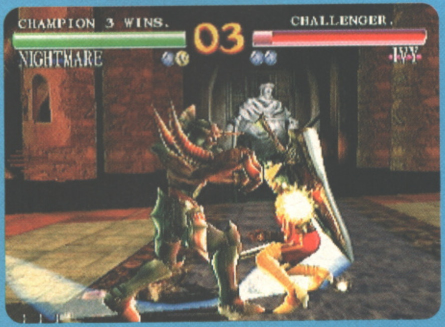
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

DOING THE DUMMY

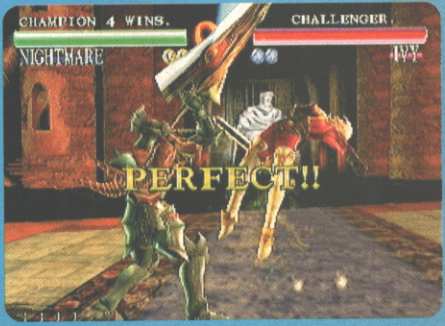
A cool trick you should practice is launching attacks, then immediately withdrawing to go into others. This is easy to do when practicing alone, but tough to work into a fight.


CHAMPION 3 WINS.
06
CHALLENGER.
NIGHTMARE
IVY

THE BLUFF
Ivy anticipates Nightmare's lunge and ducks out of the way, feeling pretty cool with herself


CHAMPION 3 WINS.
03
CHALLENGER.
NIGHTMARE
IVY

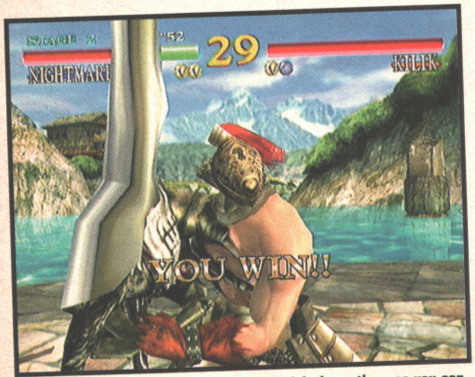
THE SWITCH
Straightaway Nightmare switches his strategy to his Soul Edge sword at Ivy's feet…


CHAMPION 4 WINS.
CHALLENGER.
NIGHTMARE
IVY
PERFECT!!

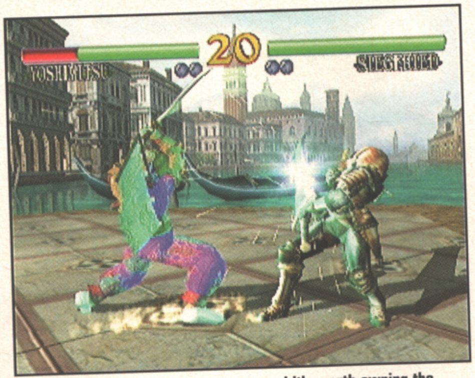
GOTCHA!
… and Ivy is swept off her feet by Nightmare's inhuman charms, and a swipe from his mighty sword

BEST FEATURES

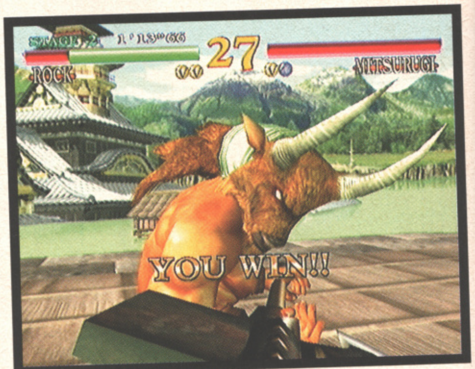
This game looks way better than anything you're used to. We've spent over a month with these characters and the sites they defend, and we're still yelling with amazement at the detail. Maybe we ought to complain to Namco, because the graphics on offer are so good they can really distract you.


STAGE 2
'52
29
NIGHTMARE
KILIK
YOU WIN!!

When a fighter wins, the camera zooms right in on them so you can see them clearly. Ain't victory sweet


20
YOSHIMITSU
SIEGFRIED

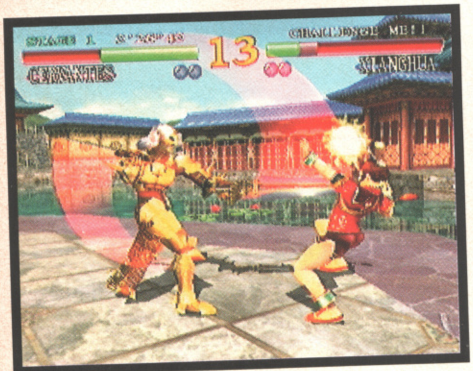
Stages like this one in Venice are so cool it's worth owning the game just to see them. And the fighting's good, too


STAGE 2
1'13"66
27
ROCK
MITSURUGI
YOU WIN!!

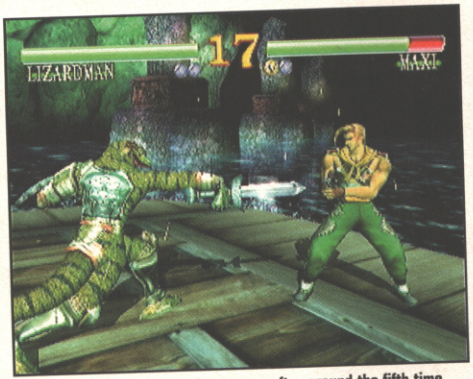
Rock wears a cool bearskin as a hooded mask. Its fur blows realistically in the wind as you slaughter your opponent

BONUS FEATURE

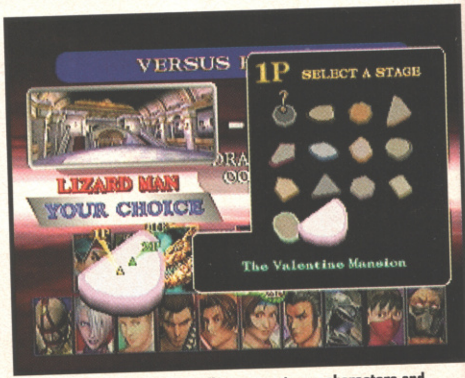
The basic game on offer here is already leagues ahead of its arcade counterpart. Still, there are great extras besides. As with most recent fighting games, each time you complete the game with a character, a bonus feature is added. Usually it's an extra fighter – and very cool the additional guys are too. You're going to need that Visual Memory Unit, that's for sure.


STAGE 1
13
CHALLENGE ME!!
CERVANTES
XIANGHUA

Additional members of the cutting crew aren't some throwaway gimmicky guys. They're as credible as the team you start with


17
LIZARDMAN
MAXI

This underground river is given to you after around the fifth time you complete the game. It's definitely worth the effort you put in

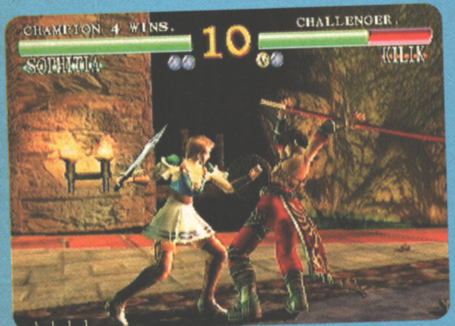

VERSUS
1P SELECT A STAGE
LIZARD MAN
YOUR CHOICE
The Valentine Mansion

Don't lose out on collecting all your great new characters and background stages, have a VMU handy with a few blocks free, okay

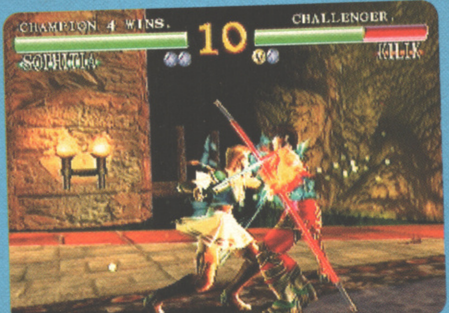
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

THROWING AWAY

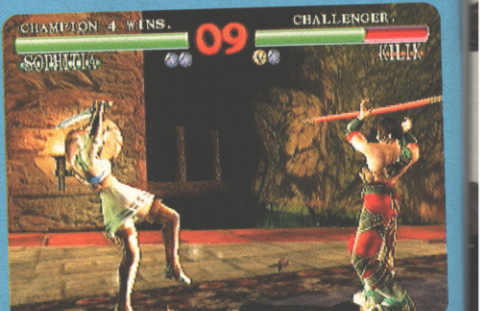
Cheap players will always try to throw you, given the opportunity. Throws are easy, and cost the victim a fair chunk of damage. Escape throws by using your razor-sharp reactions.


CHAMPION 4 WINS.
CHALLENGER
10
SOPHITIA
KILIK

THE WHIFF
Kilik's attack missed, giving Sophitia the chance to introduce him to the floor. He's not too happy about that


CHAMPION 4 WINS.
CHALLENGER
10
SOPHITIA
KILIK

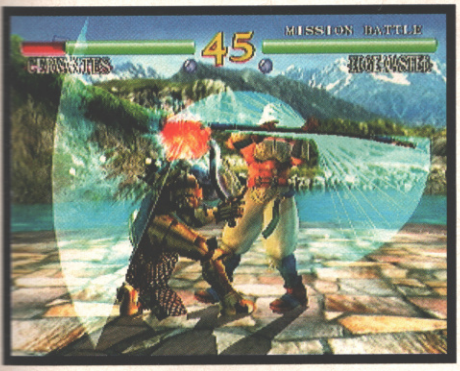
THE DUCK
Realising that he messed up, Kilik attempts to duck Sophitia's throw, but is too slow


CHAMPION 4 WINS.
CHALLENGER
09
SOPHITIA
KILIK

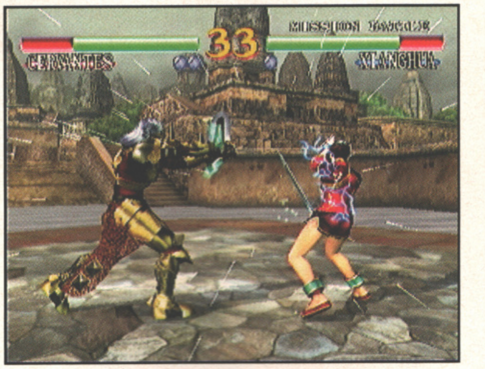
THE ESCAPE
Only option here – and it's probably the coolest anyway – is to reverse the throw and take the victory

TEST OF SKILL

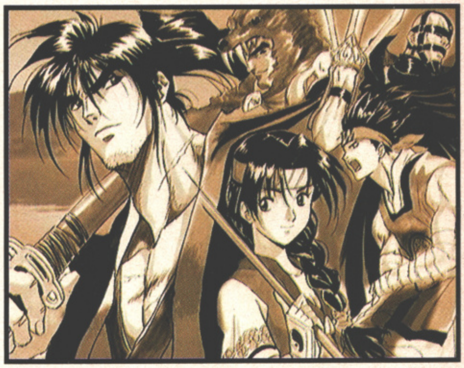
Competing against a skilled friend is the greatest challenge you face, we reckon. However, completing the Edge Master's challenge comes a close second. Survive each of the tests laid before you by the Edge Master himself and you earn points that are traded in for pieces of artwork and movie scenes found in the game – a gallery of cool *Soul Calibur* bits and pieces.



The Edge Master is a legendary character who only becomes playable after completing the main game with every single fighter



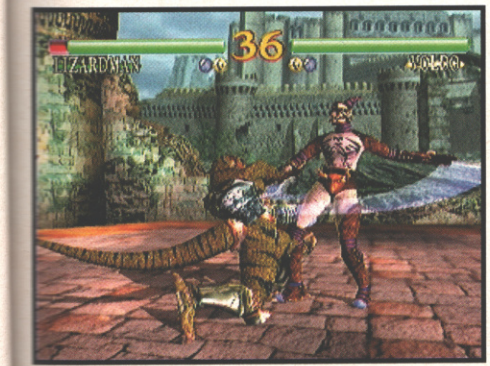
Some challenges are a test of your endurance – defeat one character after another, without losing, to earn your trading points



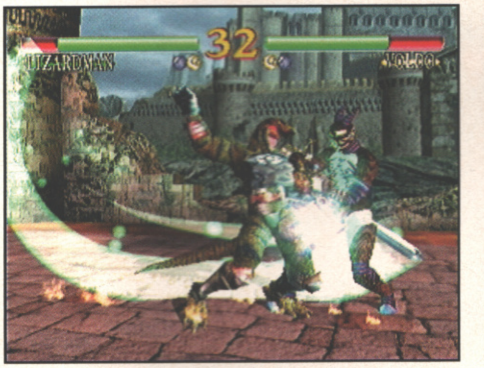
A huge gallery of *Soul Calibur* art awaits champions with the stamina and skill to win every point in the game. For dedicated fans only

RUNNING RINGS

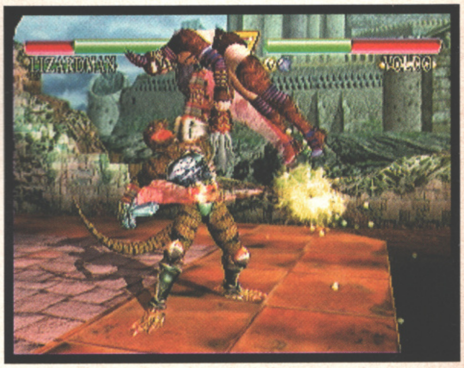
Key to your skills in *Soul Calibur* is the eight-way-step: the ability to walk in any direction to get the best possible angle of attack, and the best possible chances of escaping. Once you've played with it you'll wonder how you ever managed without this option in a fighting game.



Lizard Man taunts Voldo by dancing around him, forcing the bare-assed freak to misjudge his strike



From here Lizard Man launches a combination attack to prolong the embarrassment…



… or dumps the oddball scissor-hands on to the ground using a throw technique

Someone forgot to put the pupils in Astaroth's eyeballs, why don't you draw some in to help him see better?

WHAT WE THOUGHT

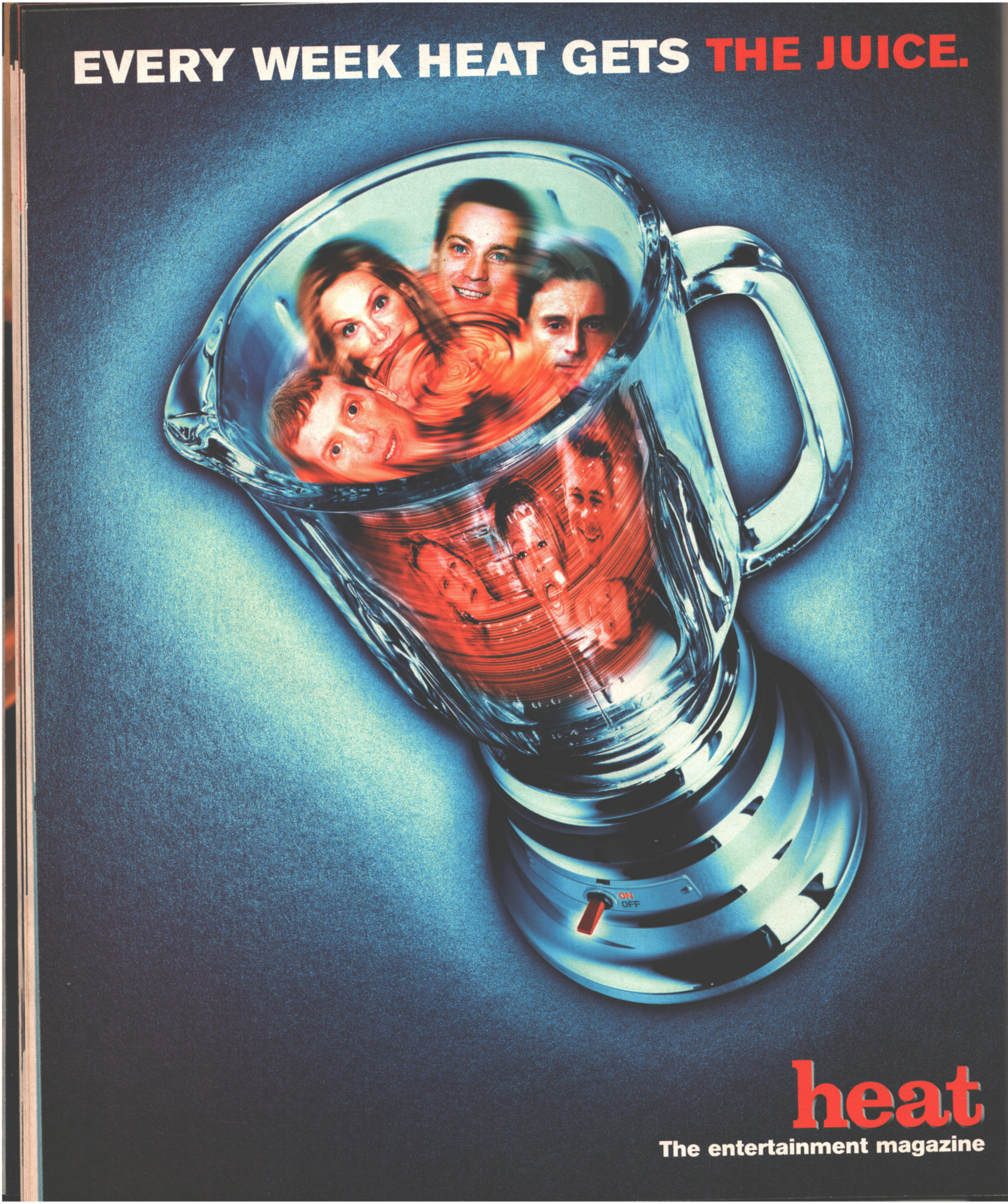
BEST LOOKING GAME ON DREAMCAST
First thing you notice is how good it looks. We haven't seen a game that looks this polished on PC, arcade, Nintendo, you name it. Until you own this game you're going to be thrown out of shops for drooling on the floor.

IF YOU'RE ONLY GOING TO BUY ONE FIGHTER
Make sure it's this one. We rate *Virtua Fighter 3tb* highly, and we know *Power Stone* is technically stunning, but *Soul Calibur* is the one that satisfies the most – short and long term. The simple command system delivers flashy results from the beginning, making novices happy. Experts wishing to push the game as far as it goes will find no end of cool routines to explore, too.

DREAMCAST DEBUT
We're sure that more varied and original titles will arrive on Dreamcast before long, but they won't take away from the marvel of *Soul Calibur*. It's one of those games people will remember as defining the Dreamcast as a cool piece of kit. If you miss this you're missing a couple of screws.

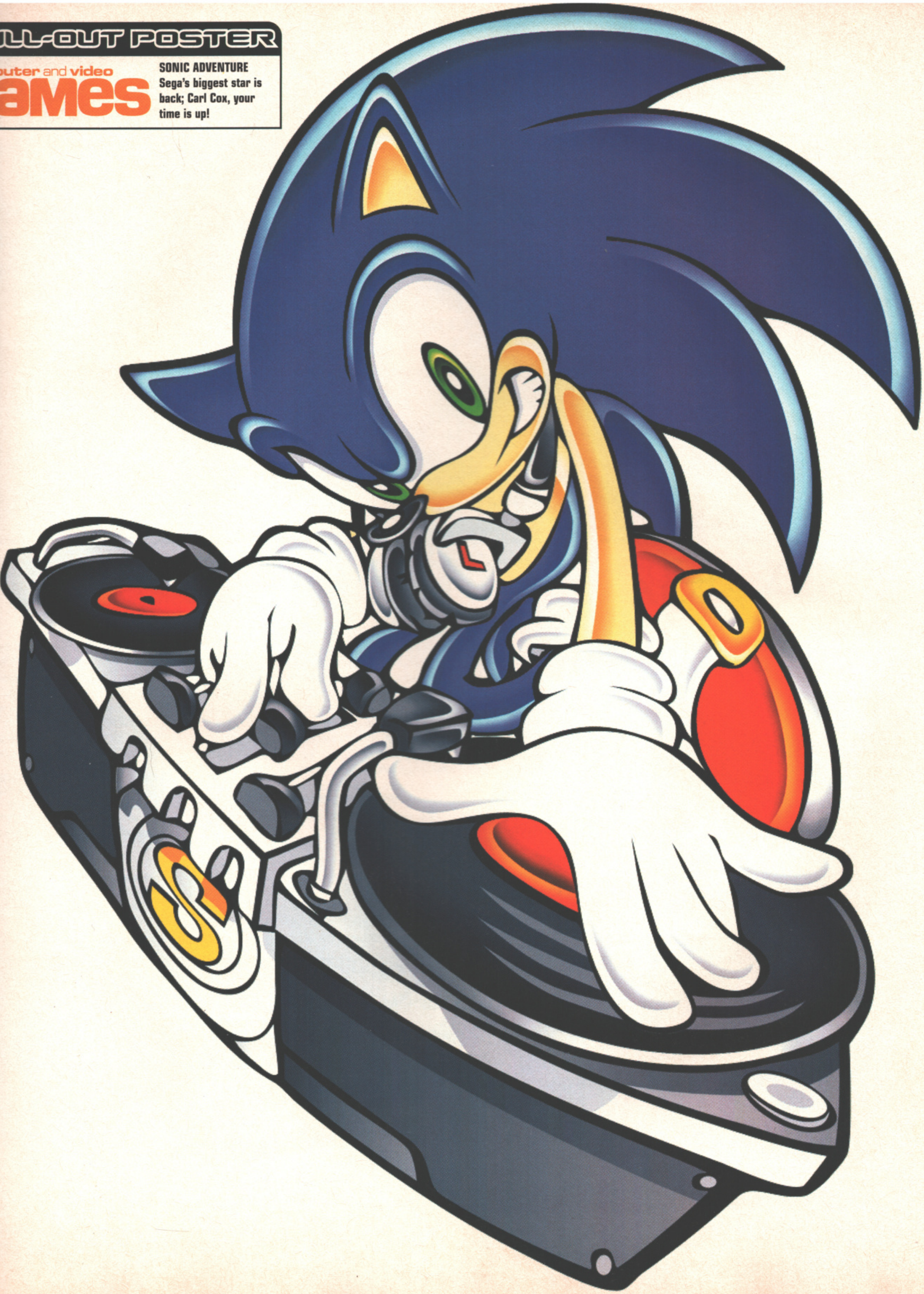
computer and video GAMES
★★★★★

IF YOU LIKE THIS TRY THESE…
Virtua Fighter 3tb, Power Stone, Street Fighter Alpha 3


EVERY WEEK HEAT GETS THE JUICE.
ON
OFF
heat
The entertainment magazine

computer and video GAMES

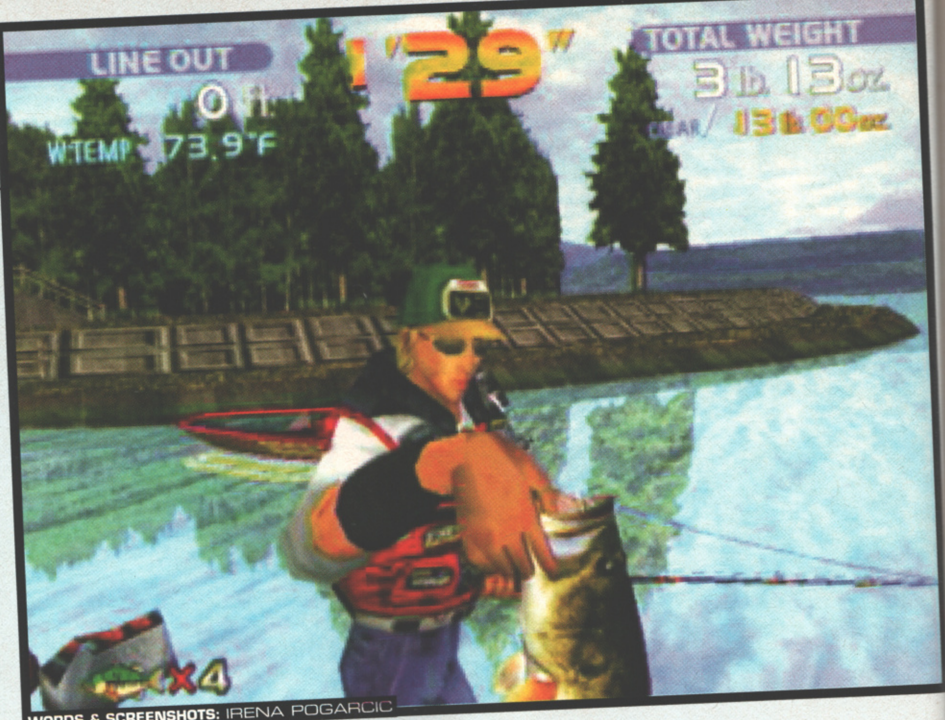
SONIC ADVENTURE
Sega's biggest star is back; Carl Cox, your time is up!



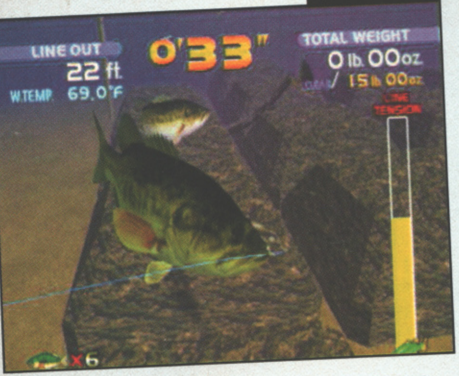
Dreamcast

COST: £59.99
OUT: NOW
MULTIPLAYER: **NO**
COMPATIBLE: **VMU/FISHING ROD**

Once your fish is on board the dinky boat, give it a quick weigh and chuck it back in the water. Each fish you catch extends your time


LINE OUT
0 ft.
W.TEMP 73.9°F
1'29"
TOTAL WEIGHT
3 lb. 13 oz.
CLEAR / 13 lb. 00 oz.
x4

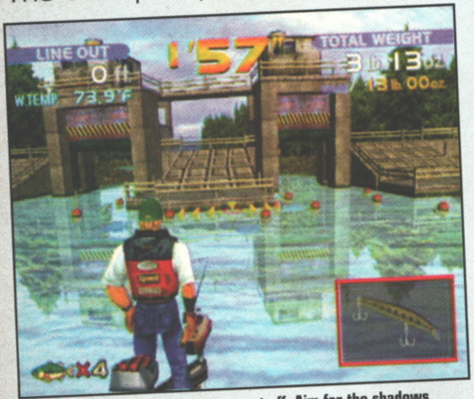
Most of the action is viewed beneath the water, waiting for the fish to take the bait is half the fun


LINE OUT
22 ft.
W.TEMP. 69.0°F
0'33"
TOTAL WEIGHT
0 lb. 00 oz.
CLEAR / 15 lb. 00 oz.
LINE TENSION
x6

WORDS & SCREENSHOTS: IRENA POGARCIC

SEGA BASS **FISHING**

The tranquil sport of fishing becomes an action-packed extravaganza


LINE OUT
0 ft.
W.TEMP. 73.9°F
1'57"
TOTAL WEIGHT
3 lb. 13 oz.
13 lb. 00 oz.
x4

Choose your lure and prepare to cast off. Aim for the shadows

WHAT YOU NEED TO KNOW

The object of *Sega Bass Fishing* is to catch lots of big fish. Do this either by playing the Arcade or Original mode. In Arcade mode, you're given two minutes to catch a set weight in order to qualify for the next round. In Original mode, you spend morning, midday and afternoon slots in one location, catching fish and competing against 40 other people doing the same.

GONE FISHING

Small- and medium-sized fish are pretty easy to catch; the bigger ones come with patience. In Original mode, their location depends on the time of the day – in the hot afternoon sun they'll be hiding in the shade. You have a variety of lures to choose from and, if you do well, you'll be given special lures. Although the size of the fish doesn't matter in the qualifying competitions, it's great when you land a record fish (above 18lb).

RUMBLE FISH

Sega Bass Fishing comes with a cool fishing rod instead of a controller. The game even knows how you're holding it, telling you to move the rod left or right as you fight with the fish. You can see the tension of the line on screen; pointing it down and in the right directions will stop the line from breaking. Pulling the rod up when the fish has bitten the lure will also score well. It's a lot of fun.

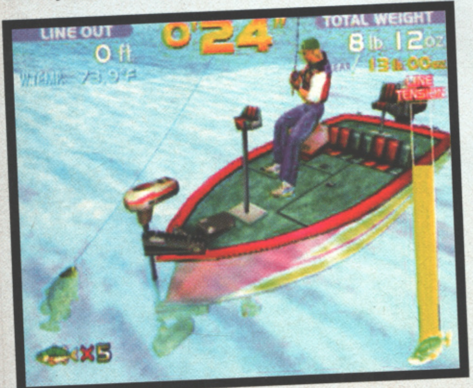
WORTH PLAYING?

It's dead easy to get into and simple to catch bigger fish, too. It's brilliant fun but the game isn't huge and you won't spend days playing it. There aren't a great variety of locations and there's only one kind of fish to catch. Still, it's just the break you need from more intense games.

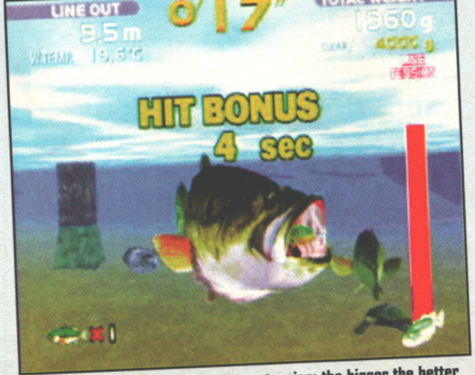
computer and video **Games**

★★★★

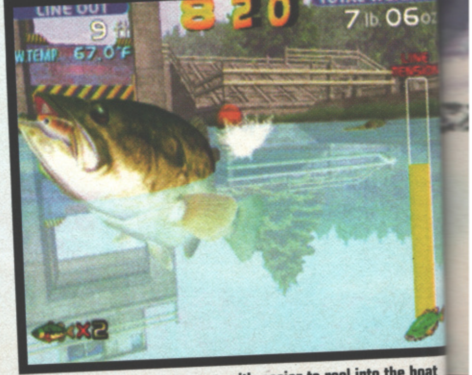
IF YOU LIKE THIS, TRY THESE...
There's nothing like this out there!


LINE OUT
0 ft.
W.TEMP. 73.9°F
0'24"
TOTAL WEIGHT
8 lb. 12 oz.
13 lb. 00 oz.
LINE TENSION
x5

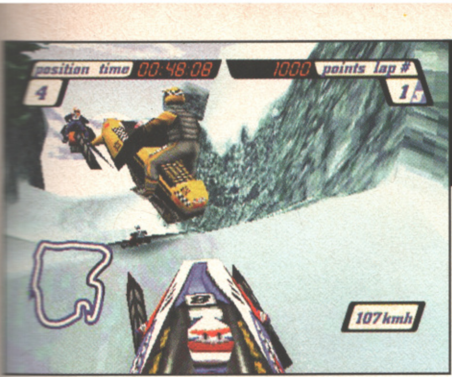
When reeling in the fish keep an eye on the line tension


LINE OUT
9.5 m
W.TEMP. 19.5°C
0'17"
TOTAL WEIGHT
1560 g
CLEAR / 4000 g
LINE TENSION
HIT BONUS
4 sec
x0

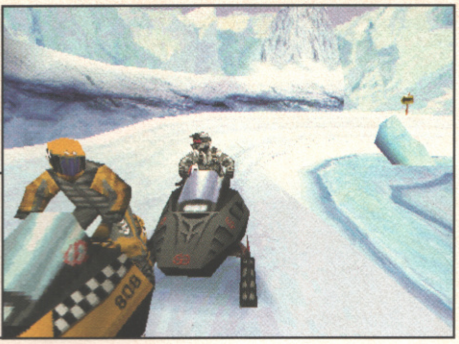
Hook a fish and you receive a time extension; the bigger the better


LINE OUT
W.TEMP. 67.0°F
8'20
TOTAL WEIGHT
7 lb. 06 oz.
LINE TENSION
x2

Once the fish is out of the water it's easier to reel into the boat



Whenever there's a drop in the course, you're expected to perform a trick; we've got falling off perfected



Like *Road Rash* you can bash your opponents. The sleds are fast but not so good at corners, a slight bump can turn them over

PlayStation

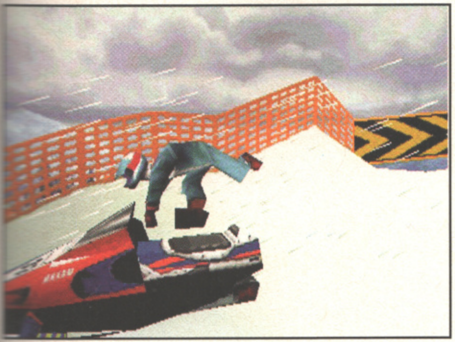
COST: **£44.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE: **MEMORY CARD/ DUAL SHOCK CONTROLLER**

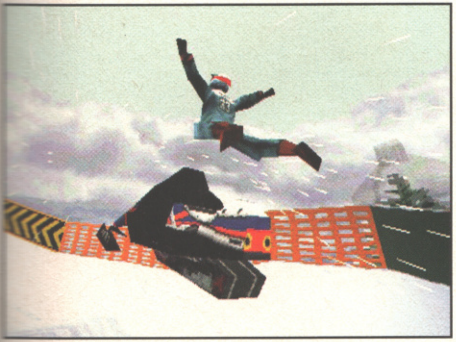
SLED STORM

Master the mountains on your motorised sled

WORDS: IRENA POGARCIC



Dangling your legs over the side earns you points from the judges



Check out this cool trick, look no hands… oops, no sled now, either

WHAT YOU NEED TO KNOW

Get on your skidoo, speed down the slopes and be first over the finish line. Pull some tricks while you're at it, too – lovers of snowboarding games will be on familiar territory, here. Compete in single races, time-trial challenges or the Championship mode, where you race against three other characters (or your mates in the multiplayer game). Winning and performing tricks scores points which transfer into prize money.

WHERE EAGLES DARE

The prize money can be used to improve your sled. For example, faster characters are less stable, so you'll want to get extra parts to improve this. Make sure you have enough cash to spend on good brakes. They'll come in handy on courses with very tight turns, like Eagle Ridge. You can also purchase temporary boost-ups to improve your sled's overall performance, or save for a complete upgrade.

KILL THE FLUFFY BUNNY RABBIT

Every course has shortcuts and secret areas. Don't be put off exploring – going off the track will often prove to be a good shortcut. Breaking signs and going into 'caution' areas also scores points. Watch out for a rabbit that appears on some courses – run over it for a massive points bonus.

WORTH PLAYING?

Sled Storm grabbed our attention with its unique idea. It's easy to play and pulling tricks is simple, but the game can still become frustrating. This is one for fans of extreme winter sports only.

computer and video Games

★★★

IF YOU LIKE THIS, TRY THESE…
Cool Boarders 2, Tony Hawk (PlayStation), *1080°* (N64)

We're not experts on the sport of sled racing, but why you need a figure-hugging piece of Lycra is a mystery

Tracey
33
MAXAM

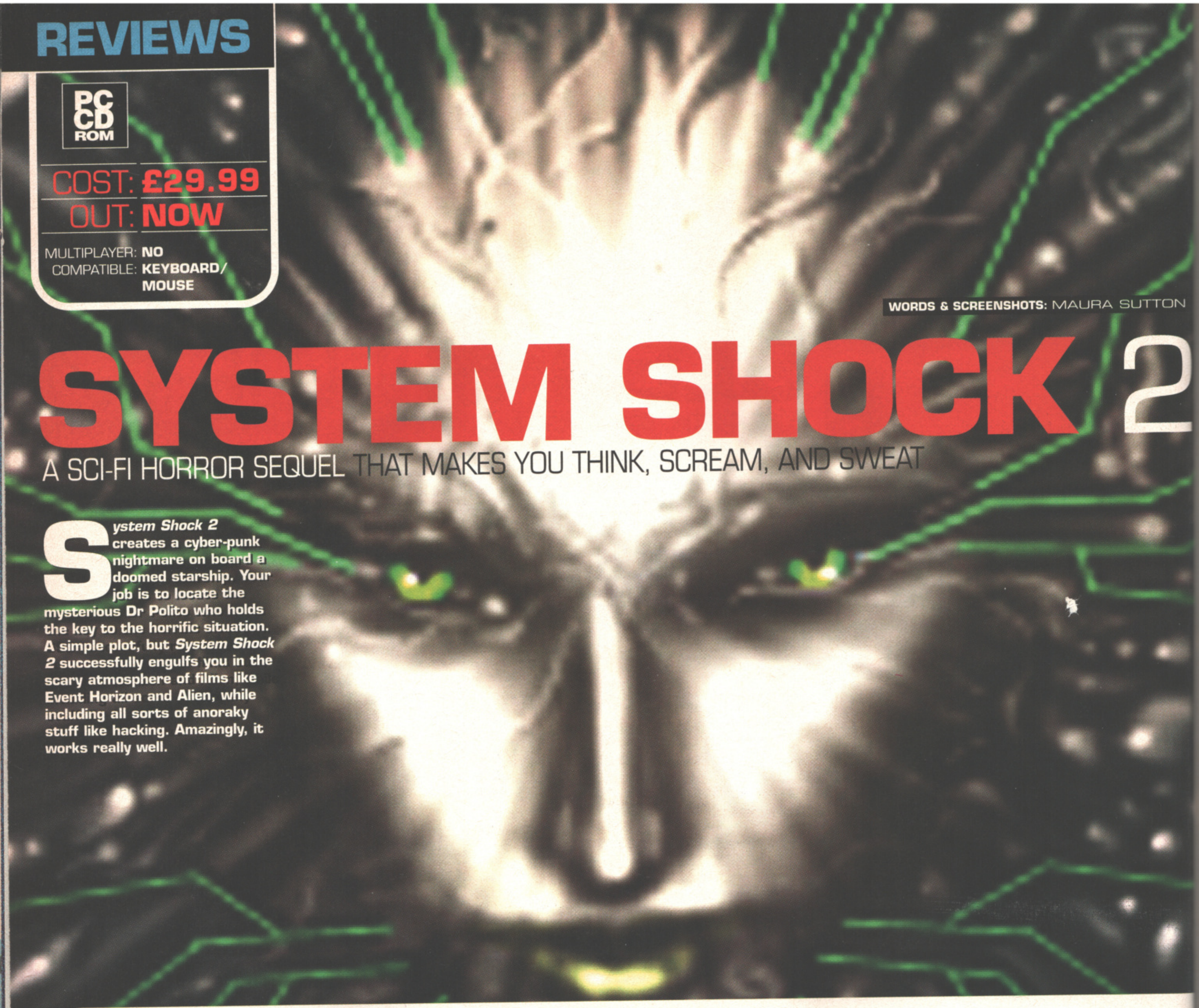
"Watch out for a rabbit – run it over for a huge points bonus"

PC CD ROM

COST: £29.99
OUT: NOW

MULTIPLAYER: **NO**
COMPATIBLE: **KEYBOARD/ MOUSE**

WORDS & SCREENSHOTS: MAURA SUTTON



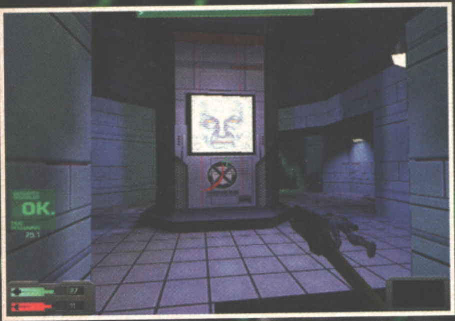
SYSTEM SHOCK 2

A SCI-FI HORROR SEQUEL THAT MAKES YOU THINK, SCREAM, AND SWEAT

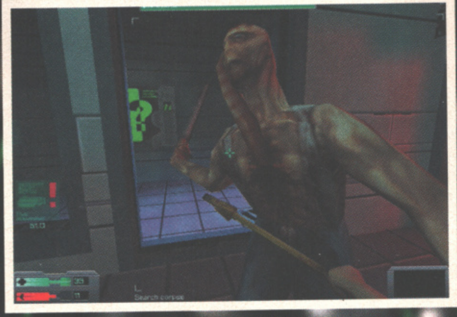
S*ystem Shock 2* creates a cyber-punk nightmare on board a doomed starship. Your job is to locate the mysterious Dr Polito who holds the key to the horrific situation. A simple plot, but *System Shock 2* successfully engulfs you in the scary atmosphere of films like Event Horizon and Alien, while including all sorts of anoraky stuff like hacking. Amazingly, it works really well.

STATE OF SHOCK

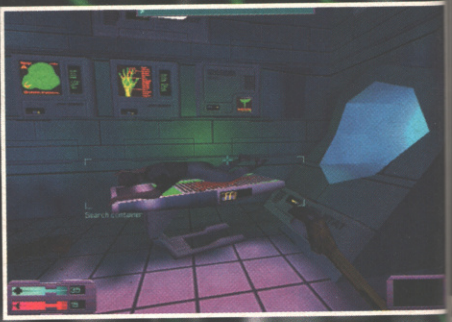
You're thrown in at the deep end. The room's exploding and you're about to lose oxygen, so there's little time to make sense of all the carnage. First job is always survival. Try not to lose your composure early on



Meet Xerxes, the computer running the security system on starship Von Braun. His mocking, soft-spoken tones add to the atmosphere



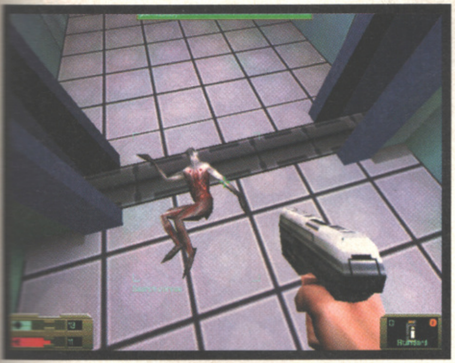
Nearly everyone on the Von Braun seems dead. Some crewmen have mutated into alien hybrids howling, 'Your flesh betrays you!'



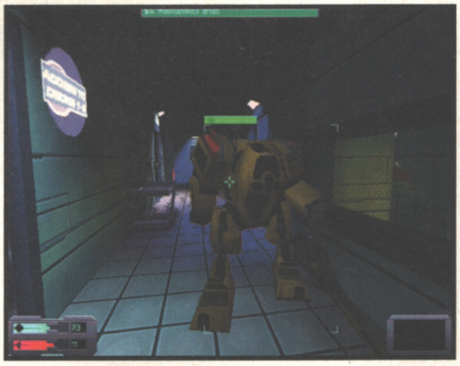
One major task is seeking out scientist Dr Watt. He's one of the few crew left alive (if barely) and has a code to the next deck

SOMETHING WICKED...

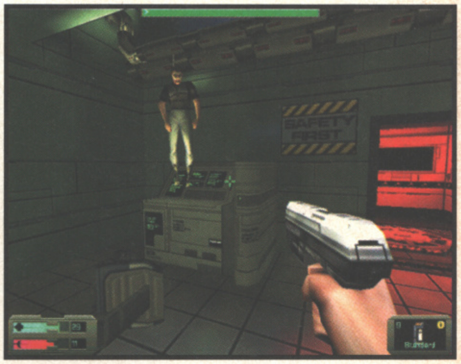
There are some really nasty moments in *System Shock 2*. One minute all is quiet, the next a killer monkey is after your jugular. If you drop your guard for a second you'll end up as toast.



These mad monkeys are experiments gone wrong. They've developed psychic abilities and roast you in seconds with lethal brain waves



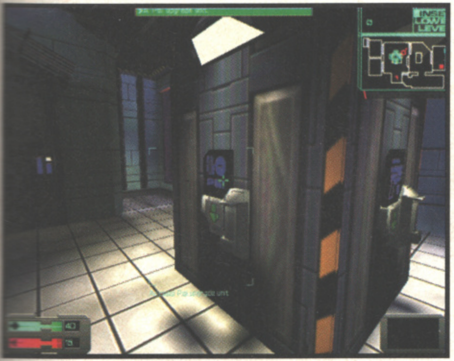
You've blown away a few hybrids, bashed a few monkeys, only to turn a corridor and bump into this massive monstrosity. And yep, he wants you dead, too



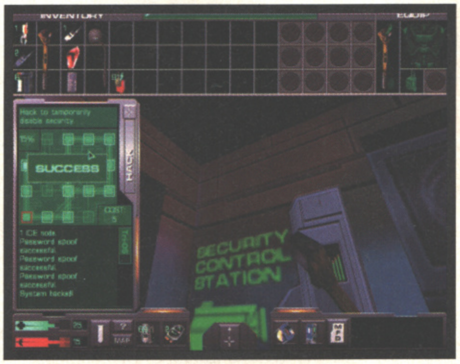
Dead bodies abound, but this swinging corpse is one of the sickest sights you'll come across. Search it for anything that might be useful to you, if you've got the stomach

BRAINY STUFF

Of course you can't have an RPG without stats. Aside from shotguns and grenade launchers, you also have psychic and technical attributes that need developing to survive.



These upgrade units enhance your psychic, stats, weapons and tech powers, provided you have enough cyber modules. They're tough to come by, so upgrade wisely



You'll receive e-mails from Dr Polito and find audio logs scattered about. Pay close attention as they contain information helping you solve some puzzles

WHAT WE THOUGHT

AN RPG, BUT NOT AS WE KNOW IT
You don't have to get involved in all the boffin-type stuff in *SS2*, but if you take the time to learn some you'll get on a lot quicker.

BLOOD AND GUTS
One minute you're bashing squishy grey matter with a wrench, the next you're taxing your frontal lobes. It's a strange combination, but it works, mainly because of the genuinely creepy atmosphere. SS2 has some very disturbing aspects and an overall air of menace that stays with you even when you've turned off the computer. This is what great gaming is all about.

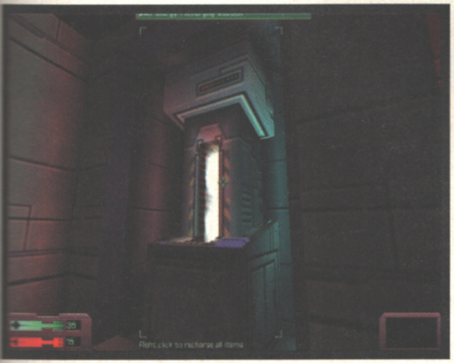
computer and video Games

★★★★

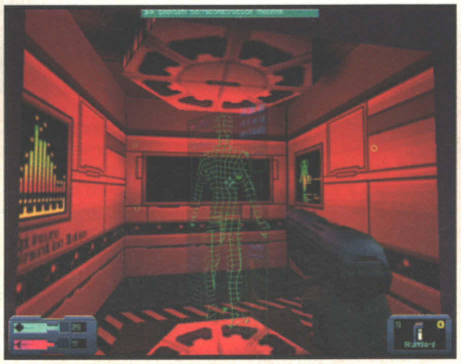
IF YOU LIKE THIS TRY THESE...
Resident Evil 2, Thief: The Dark Project, Realms of the Haunting

LIFE SAVERS

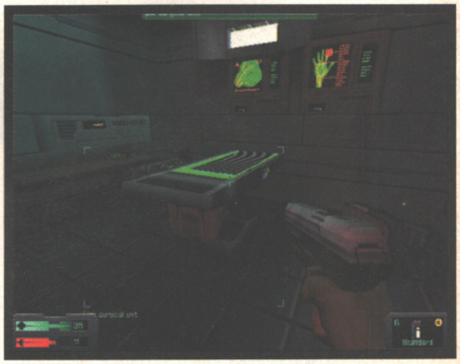
Working your way through the ship to reach Dr Polito, you'll find facilities that are vital for survival. Seek out each of these as soon as you reach a new level.



An energy recharging station boosts your cybernetic implants and any dead batteries needed to open electronic doors. One of the few machines on the ship that doesn't cost any Nanites (local currency)



A quantum bio-reconstruction machine, a.k.a. a resurrection machine. Once you've located one and powered it up with your palm print, you're transported there each time you get killed

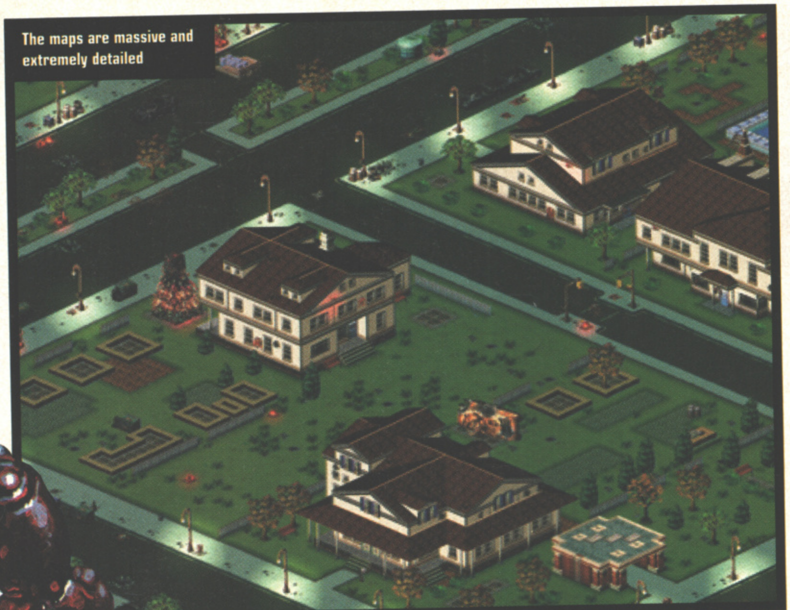


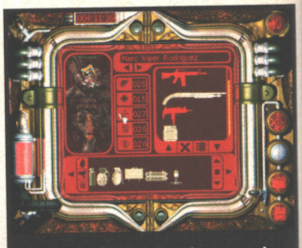
When your life meter is running low, find a surgical unit to give yourself a boost. Be warned though, it'll cost 5 Nanites each time. Some units are broken so you have to find out how to fix them

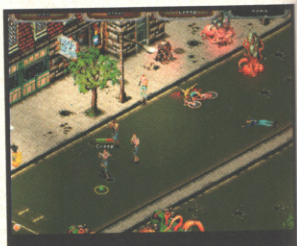
PC CD ROM

COST: £34.99
OUT: OCT

MULTIPLAYER: **YES**
COMPATIBLE: **KEYBOARD/ MOUSE**


The maps are massive and extremely detailed


Tool your men up to wreak some real destruction


The body count soon racks up. Make sure you're not one of them

ABOMINATION: THE NEMESIS PROJECT

Teach the filthy alien scum a hard lesson

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

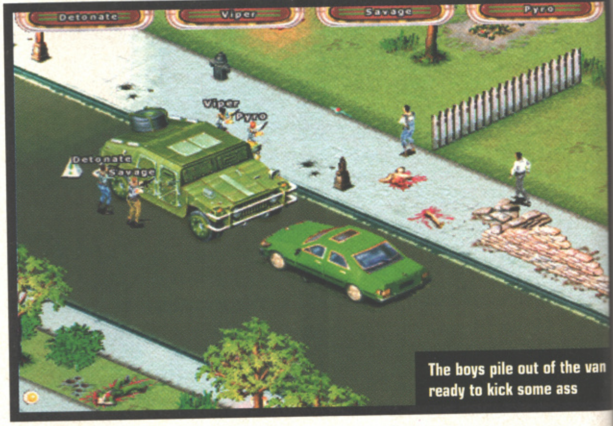
Abomination is an action strategy game in the mould of the *X-COM* series. You equip a band of four special troops who risk life and limb in a series of connected missions. The ultimate aim is to exterminate The Brood, a legion of horrible nasties who have brainwashed lots of humans and decimated the USA with a foul plague. Funny, I'm starting to like them already...

DON'T GET BROODY

Where the game injects a touch of originality is by giving each troop a 'special ability' to help them deal with death. Invisibility, super-human strength, and the ability to turn anything into a bomb, are just three of the powers offered, and you'll need to use them wisely if you want to make in-roads against the alien menace. The missions range from rescuing scientists to blowing up power generators, and each require a different tactical approach to finish the job successfully.

LOOKS GOOD, PLAYS AVERAGE

The game's graphics are great throughout, with dismembered bodies littering the lavishly detailed streets. The visuals do lack clarity at times, though, making navigating a series of similar walkways unnecessarily tricky. Gunfights are played out a little disappointingly, and while the enemy intelligence is reasonable, your specially trained killers will happily walk into a grenade blast without a second's thought. The array of weapons on offer doesn't really heat up until the later stages of the game, where you'll need them to combat hordes of huge and grotesque enemies. The graphical style throughout is dripping with blood, and is certainly not for the faint hearted.



The boys pile out of the van ready to kick some ass

WORTH PLAYING?

Sadly, what little innovation exists here doesn't elevate *Abomination* above other games in the field. It's easy to pick up, but simultaneously commanding four men, all engaged in different fights, is tricky. The plot simply doesn't drive you on. Whereas *X-COM* had a believable alien menace and *Commandos* let you play out your war movie fantasies, *Abomination* doesn't tap into any fears or desires you might have. As such, it lacks that vital spark that keeps you up, playing until four o'clock in the morning.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
X-COM Apocalypse (PC), *Project Overkill* (PS), *Commandos* (PC)

Robert De Niro
Billy Crystal
GHOSTBUSTERS
MATRIX
MUMMY
PRINCE OF EGYPT
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Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**
COMPATIBLE: **VW UNIT/ VIBRATION PACK**

Boxing comes to Dreamcast in an over-the-top fashion

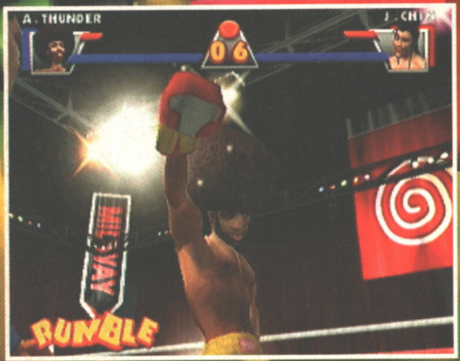
READY2RUMBLE BOXING

WORDS&SCREENSHOTS: ALEX HUHTALA

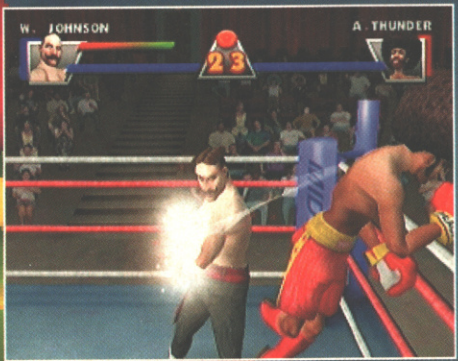
There are better games on the system, but this is the one everyone wants to play. It's the most impressive game on the demo pods, currently found in all major shops, and it's another must-have game for the Dreamcast.

SLIT MY EYE

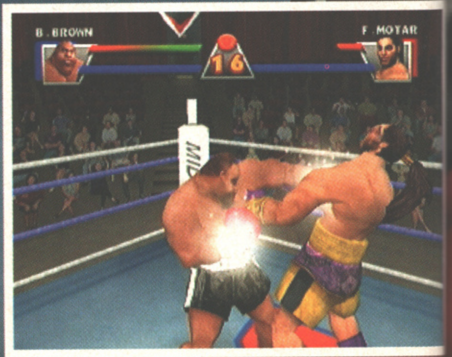
Videogame boxing is usually a simple affair and *Ready 2 Rumble* is no different. There are four attack buttons, controlling left and right upper and lower punches. Plus there are two dodge buttons. Hooks, jabs and uppercuts are available with an added tap of direction. There's a wide range of 20 characters, male and female; all tough enough to get in the ring.



The animation on the boxers is incredible. Before each bout they shape up in their corners, flexing muscle and taunting their opponent



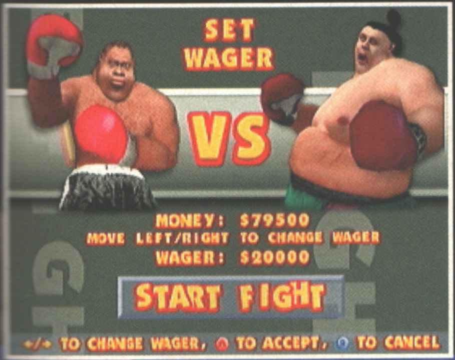
The bars at the top of the screen represent stamina and punch power. Each time you throw a punch the power bar decreases



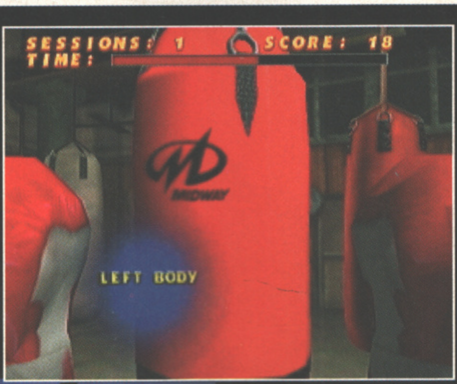
Connecting with a hard punch rewards you with a letter; spell RUMBLE and your punches, for a limited time, will all be full strengt

RAGINGBULL

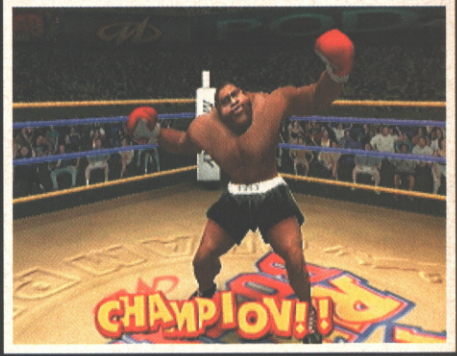
Ready 2 Rumble offers you two modes of play, Arcade or Championship. The former sees you pick a character who must beat a succession of opponents. While Championship gives you a weaker fighter who you must train to become a champion. When you reach the title, a new boxer becomes unlocked, for you to start all over again.


SET WAGER
VS
MONEY: $79500
MOVE LEFT/RIGHT TO CHANGE WAGER
WAGER: $20000
START FIGHT
←/→ TO CHANGE WAGER, Ⓐ TO ACCEPT, Ⓑ TO CANCEL

You start your career at the bottom of the ladder. You have a 20-fight limit to reach the top and make money by betting on your fights


SESSIONS: 1
SCORE: 18
TIME:
LEFT BODY

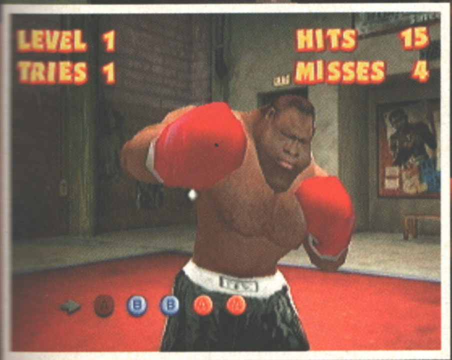
Your fighter's skills are improved through experience and training. You buy the training techniques which are played as mini-games



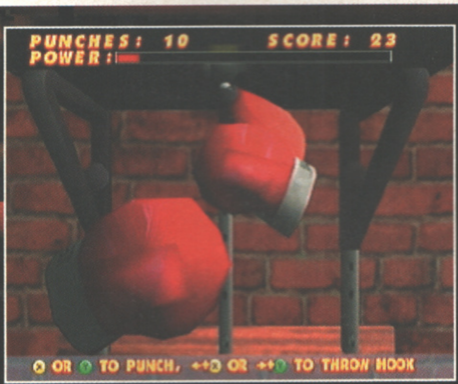
As you move up the rankings, your fanbase increases. By the time you reach the top you'll be fighting in front of a full house

SMALLWONDERS

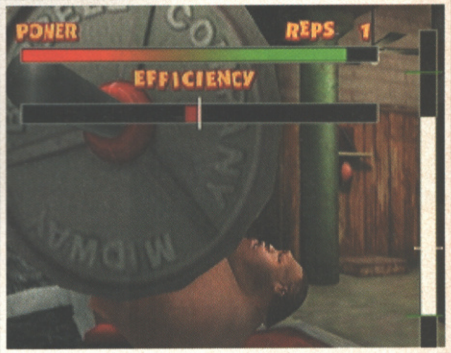
Improving your fighter is a game in itself, with mini events played out in a variety of styles. The controls are simple in all the games, but your timing has to be spot-on if you want your fighter to gain the maximum improvement possible. You can always click on auto train, but your skills won't improve as fast if you choose this.


LEVEL 1
TRIES 1
HITS 15
MISSES 4
A B B A A

Step aerobics is the cheapest training option. It's played *PaRappa the Rapper*-style. Press the right button, at the right moment


PUNCHES: 10
SCORE: 23
POWER:
Ⓧ OR Ⓨ TO PUNCH, ↔Ⓧ OR ↔Ⓨ TO THROW HOOK

In speed bag, you have to make the bag hit the ceiling as many times as possible. It really feels like you're hammering the bag yourself


POWER
REPS 1
EFFICIENCY

At the end of mini-games you're given a % rating on how well you've improved your boxer. Auto train always gives 100% improvement

"RAGING" RIVERA
SELENE STRIKE
BORIS KNOKIMOV

The fighters range from the heavy to the lightning-fast, plus everything in between

WHAT WE THOUGHT

KNOCK OUT
Boxing games are usually slow, repetitive affairs, where you have to be liberal with your punches and constantly watch your stamina bar. *Ready 2 Rumble* is different; it's fast, furious and provides plenty of action. You do have to keep an eye on your stamina bar as well, but you can just as easily win by hammering away on the pad.

PUNCH BAG
The only downers are the computer fighters, which are pretty easy to beat once you've learnt their attacks. They're also susceptible to being hit with the same punch repeatedly – which is a shame. This is a game that you're going to get the most fun out of by playing against your friends, anyway.

BALBOA
This is a fun game that looks incredible and could easily be the biggest-selling title on Dreamcast this year. Anyone who sees it running on a demo pod will be intrigued, but if your friend's got a copy you'll be addicted. It'll last you a while too, there's plenty of fighters to train, great music and sound effects and virtually no loading times. Fantastic!

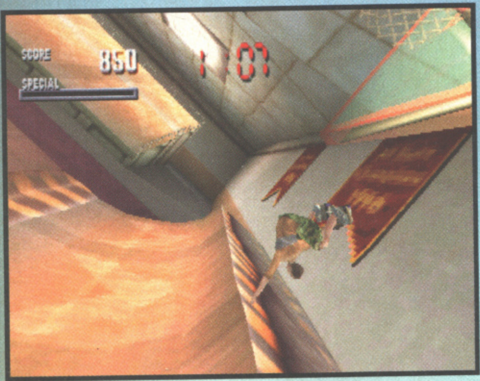
computer and video Games

★★★★★

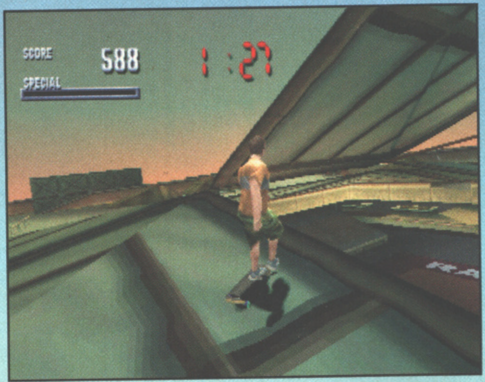
IF YOU LIKE THIS TRY THESE...
Mike Tyson's Punch Out (NES)
Knockout Kings 2000 (PS, N64)

ENDLESS POSSIBILITIES

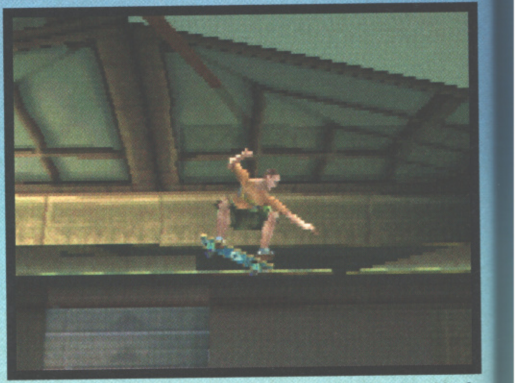
One of the best aspects of the game is that any location is open season for whatever tricks you want to pull. This freedom means you can pull off some tremendous feats of stupidity, and risk – at worse – a brief meeting with the floor and a splash of blood.



The school in Miami is begging to be ripped up skate style. Wouldn't it be great if you could make your entrance that bit more dramatic?



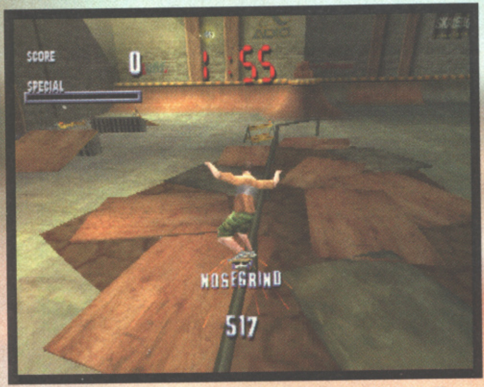
Head for the roof and you'll find a skylight just begging to be leapt through by a professional skateboarder suffering temporary insanity



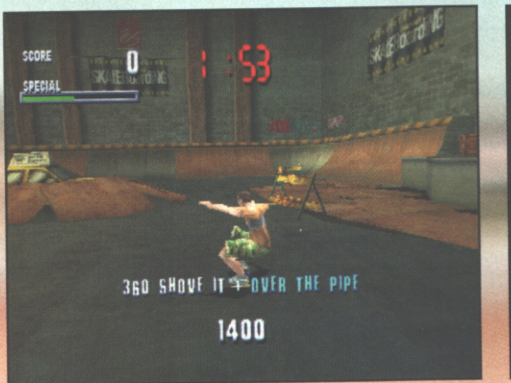
See how Geoff Rowley falls gracefully through the air! With a bit of practice you can land on the balance beam and grind along it

PRACTICE MAKES PERFECT

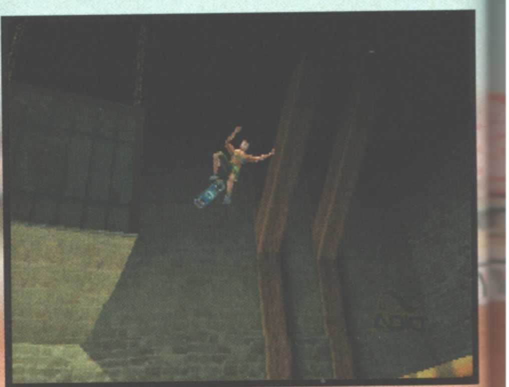
Expect to spend a lot of time in the warehouse getting to grips with the skaters and the tricks. It's not easy to string tricks together, but the adrenaline rush of hitting that combo drives you on to bigger and better things. Here's a couple of easy tricks to blitz your mates with:



In the warehouse tear down the left hand ramp and hit X to ollie onto the rail. Hold Triangle to grind along it, then X to dismount



Take the right path and ride the half pipe at the bottom. Hit X again to ollie into the air and then Square to clear the pipe with a combo



Then sit back and admire your handiwork with the replay function, which adds another dimension to your phattest airs

WHAT WE THOUGHT

WORTH THE WAIT

The most impressive aspect of *Tony Hawk* is the realistic feel of the action. This isn't some sanitised version of the sport made to seem easy – learning to complete even the most basic trick is going to involve you smashing your skater on the floor in lots of painful ways.

BRING THE NOISE

Pretty soon, though, you'll be shredding up the skateparks in spectacular style, popping gnarly 360 degree kickflips and hitting some mad nose grinds. While you're playing you'll find the music throughout is fantastic, consisting of punk and hardcore tracks from the likes of Dead Kennedys, Suicidal Tendencies and Primus.

SPLITTING HAIRS

The graphics are splendid, though it can be a little disorientating when your skater is horizontal on a ramp. Also, the learning curve is steep, but nobody ever pretended hurling yourself through the sky on a skateboard was easy. And for those who follow the sport, you will recognise the ten skaters featured. With fantastic playability and realism, coupled with superb replay value, *Tony Hawk* is up there with the finest sports games.

computer and video GAMES

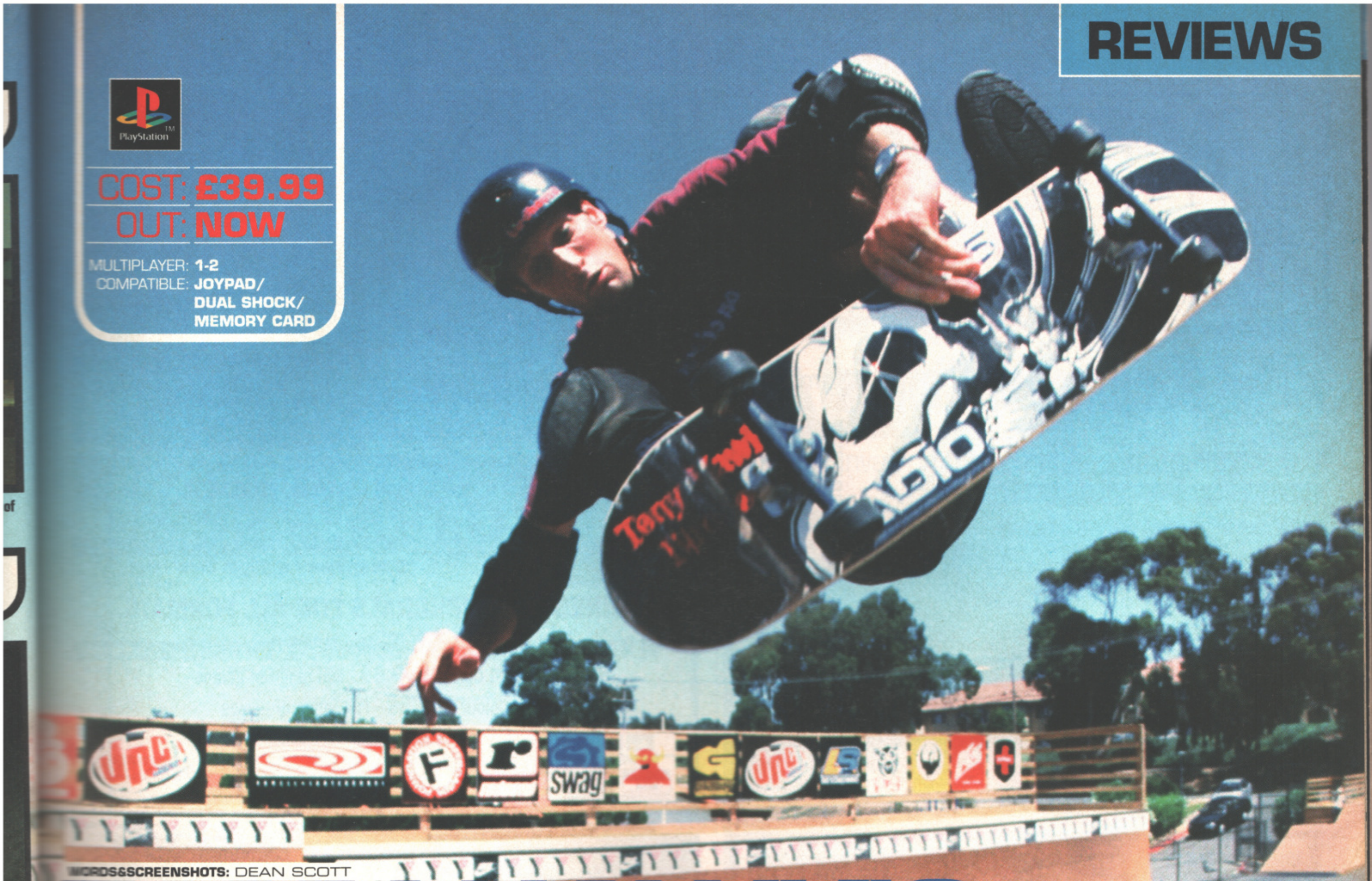
★★★★★

IF YOU LIKE THIS TRY THESE...
1080 Snowboarding (N64), *Cool Boarders 3* (PS).

This is Bob Burnquist, he's doing a Krooked Grind... Pull this off in the game and you'll be a skateboarding god

PlayStation

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ DUAL SHOCK/ MEMORY CARD**



WORDS&SCREENSHOTS: DEAN SCOTT

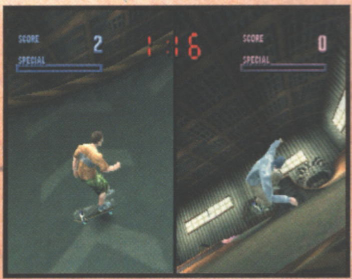
TONY HAWK'S SKATEBOARDING

All hail the best skateboarding game in videogame history

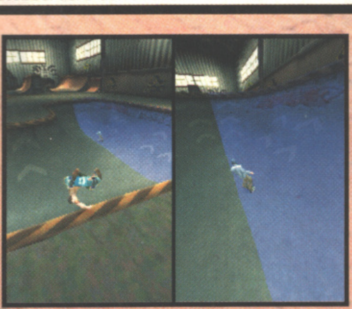
Many people make the mistake of thinking God invented trees to keep Planet Earth stocked up with enough oxygen to keep everything alive. Thing is, the supreme being is just a bit cooler than all that and he gave us wood for one reason only – to make skateboards for him and Jesus to pull mad tricks everywhere. Undoubtedly cool as skateboarding is, it has been represented with a pretty poor bunch of videogames. Gladly this situation has now been resolved, and *Tony Hawk's Skateboarding* captures both the feel of the sport and the sub-culture absolutely superbly.

HEAD TO HEAD

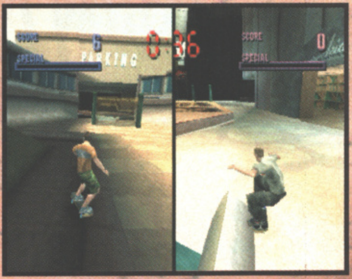
Any skateboarding game worth its salt is going to need a two-player mode, and *Tony Hawk's* makes sure it's done properly. The versus game isn't a race, because skateboarders don't race. It's a head to head tricks competition.



In Graffiti mode, both players skate in the same park simultaneously. Get points by 'tagging' parts of the landscape by pulling a trick on them



Your opponent can rob you of those points by pulling a more outrageous trick off the same bit; so you are constantly trying to outdo each other



When the time limit expires the player with the most points wins. He then has the privilege of dancing and singing in his opponent's face

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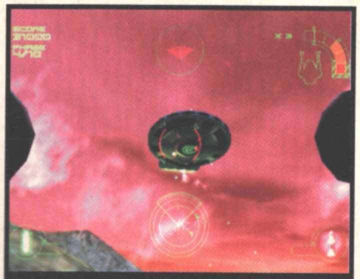
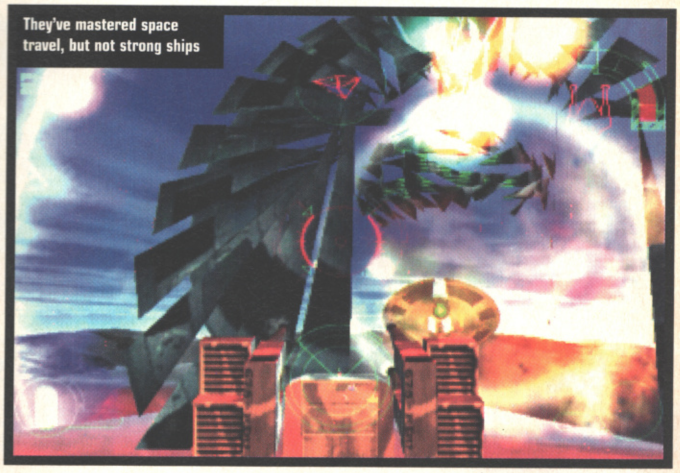

An alien mothership, it can destroy bases quickly and takes a lot of hits to destroy

INCOMING

Stop the invading alien menace… again!

WORDS & SCREENSHOTS: LEX HASSLEHOFF


They've mastered space travel, but not strong ships

WHAT YOU NEED TO KNOW

Incoming laughs in the face of games that arrive with instruction manuals the size of War and Peace. It's a no-brainer, where all you need to do is point your weapon and fire. Why? Because of that awful modern nuisance – invading aliens. Stop their domination by hopping into vehicles and getting busy with your trigger finger.

DON'T THINK, FIRE

With vehicles like tanks and gun turrets, you're usually rooted to the spot, while all around you things are going crazy. Luckily there's a radar at the top of the screen that shows you the closest enemy, it's then a matter of disposing and moving to the next one. The attack waves come in thick and fast, with you having to protect installations and ground troops. More craft become available throughout the game and the aliens get bigger.

WORTH PLAYING?

It's almost the logical evolution of *Space Invaders*, with aliens attacking from all sides and you defending your post until the bitter end. Sadly, the novelty wears off after ten minutes, with the action becoming repetitive; it's like clay pigeon shooting, but without the gun.

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AGE OF EMPIRES II: THE AGE OF KINGS

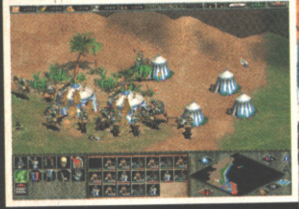
WORDS&SCREENSHOTS: MAURA SUTTON

Command armies and conquer worlds. Again

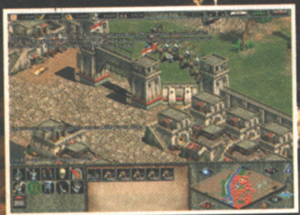
The first *Age Of Empires* successfully combined real-time strategy with diverse elements like the ability to create a civilisation over hundreds of years. *Age Of Empires II* is essentially more of the same, taking up where the original left off with the fall of Rome and spanning some 1000 years from the dark ages to late medieval times. This time you get to develop civilisations such as the Celts and the Chinese, build amazing structures as well as fighting bloody wars.

WINNING WAYS

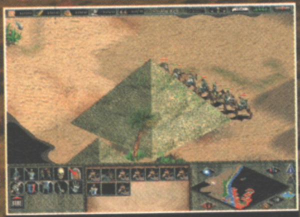
In order to defeat all your enemies in *Age of Empires II*, you must master skills. Sure, it's fun to build up a massive army and slaughter everyone, but you can't build and maintain an army unless you have enough villagers to gather the resources you need to build barracks and create soldiers.



To kill all your enemies concentrate on building an army and a fortified town (so your enemies don't get you first)



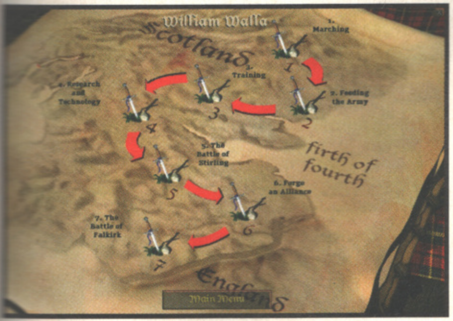
Or you can capture your opponent's ruins and relics. Do this by invading, or by using diplomacy to form alliances



Lastly, you can win by building a Wonder, like the Pyramids. First you must gather 1000 wood, stone and gold

SCENARIOS

Age of Empires II is a vast game, but you can chose to play it a number of ways. If you don't fancy tackling a thousand years of sprawling history you can choose one of these shorter scenarios.



This excellent tutorial scenario has you playing the part of Braveheart William Wallace. It's good preparation for the full game

This Death Match scenario is for those who just feel like getting down to some serious fighting. Battle opponents to the death

The Regicide scenario sees you having to defend your own Monarch whilst attempting to 'off' the Kings and Queens of your opponent

CARRY ON CAMPAIGNING

One of the major improvements from the original is the inclusion of smaller set campaigns which are based on particular events in history. Each one has at least five lengthy sub-campaigns, as well as a polished introductory sequence that explains the history behind the campaign.

It's not often you get to be on Genghis Khan's good side. Now get other leaders to join you while commanding Mongol hordes

This campaign has you fighting for the cause of Joan of Arc. In the first sub-campaign you have to escort her across enemy territory

Here, you join forces with Saladin, the Saracen King. You must defeat the Franks and stop them attacking the beautiful city of Cairo

KEY STRUCTURES

To earn your victory in *Age of Empires II* you need to move quickly and make the right choices about which resources to develop. Spend too long on developing your economy and not enough time on troops and you'll be over run by your enemies. Here are some of the key structures that you must make it your priority to develop.

A monastery will enable you to create Monks, who will heal your soldiers' wounds. They're also the only ones who can pick up relics

A dock will let you build ships. Fishing vessels are a good way to get more food, whilst war ships are good for invading enemy territory

Castles take a lot of resources to build, but provide excellent protection for your villagers, relics and Monarchs

WHAT WE THOUGHT

LOOKS GOOD...

Some of the buildings look so grand you'll even feel guilty about burning them to the ground. The attention to detail is stunning, with each civilisation portrayed with painstaking accuracy. It looks truly epic.

FEELS GOOD TOO

Most of the time it only takes a couple of clicks to achieve the desired result and sub-screens are easy to get to. Overall, it runs like a dream. Fans of the original will be thrilled, too. The new campaigns are truly gripping and manage to make dry, historical facts come to life, which is no mean feat. Buy it today.

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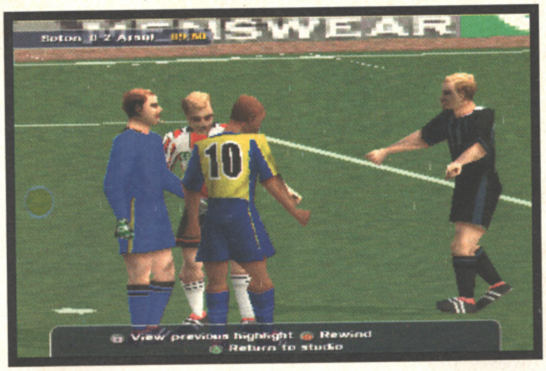

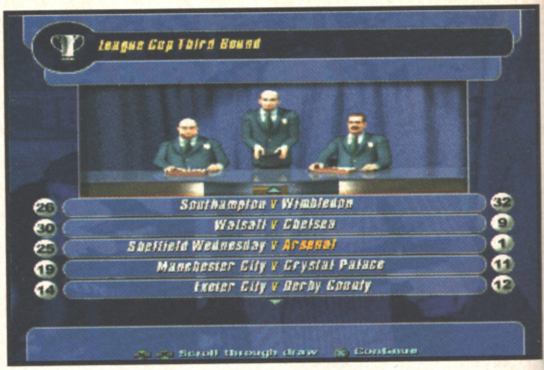
League Cup Third Round

26 Southampton v Wimbledon 32
30 Walsall v Chelsea 9
25 Sheffield Wednesday v Arsenal 1
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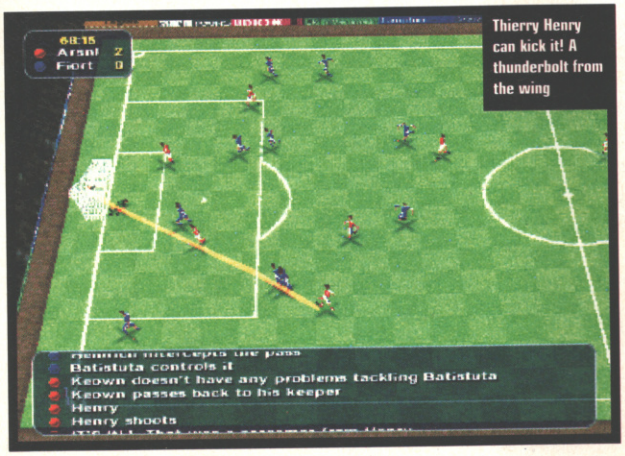
14 Exeter City v Derby County 12

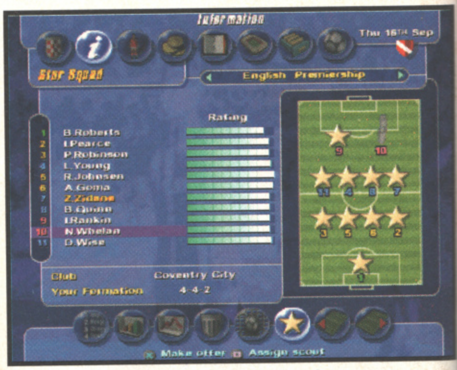
LMA MANAGER

The newest footie management game on the block

WORDS & SCREENSHOTS: ALEX HUHTALA


Thierry Henry can kick it! A thunderbolt from the wing

Batistuta controls it
Keown doesn't have any problems tackling Batistuta
Keown passes back to his keeper
Henry
Henry shoots


See who's played the best during the past week

Information
Thu 16th Sep
Star Squad
English Premiership

		Rating
1	B.Roberts	
2	I.Pearce	
3	P.Robinson	
4	L.Young	
5	R.Johnsen	
6	A.Goma	
7	Z.Zidane	
8	B.Quinn	
9	I.Rankin	
10	N.Whelan	
11	D.Wise	

Club: Coventry City
Your Formation: 4-4-2

WHAT YOU NEED TO KNOW

LMA Manager is unique, being the first football management game developed exclusively for the PlayStation. There are no big name endorsements or a soundtrack of club anthems to convince you to play it; instead it's got Alan Hansen and a licence from the League Managers Association - whoever they are. You get a game that doesn't stutter when it processes results and statistics, but one with plenty of clubs and international leagues and best of all, you can watch the games as they're played.

BABY STEPS

We won't pretend *LMA* is the best around – it's not, but is a game that knows it's limitations and has the essential components. You can take control of any club from the third division up, juggle finances, buy and sell players and improve your stadium, among the more mundane tasks. Plus, you don't have to crawl through an entire season; the Scenarios mode allows you to pick up the play with a few games left, or start a season with more cash than you'd spend among others.

EASY NOW

Tactics are restricted to attacking, defending or a balance, with a choice of formation and how you want to play the ball. There's not a massive choice, but where it does excel is on match day, allowing you to watch the action. There's even Match of The Day style highlights, allowing you to check on the other teams, or watch your triumph.

WORTH PLAYING?

It's simple, but the best management game on the PlayStation. Every screen is no more than two button presses away and all the real players are present, although more tactics would have been nice. The only gripe is how easy it is to buy players, and much like the Anelka and Jimmy Floyd fiascos, a contract doesn't mean a thing. Of course, this makes building your dream team easier. All said, a great game.

computer and video Games
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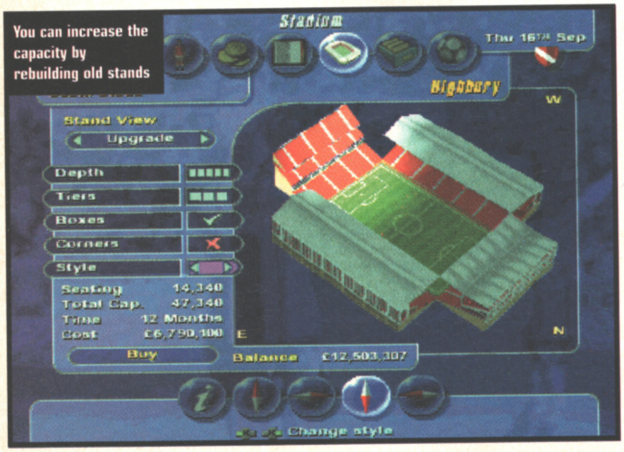
Championship Mannager 3 (PC)

"The marking was unbelievable; I don't know how he let the forwar have so much space"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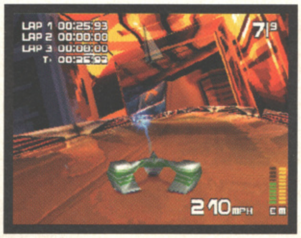
KILLER LOOP

Like *Wipeout*, only without the massive adrenaline rush

WORDS & SCREENSHOTS: DEAN SCOTT

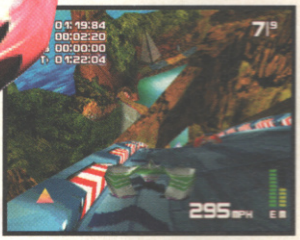


WHAT YOU NEED TO KNOW

You may have heard of *Wipeout*. It single-handedly catapulted the PlayStation into the global consciousness by being the first ever 'cool' videogame. The creators of *Killer Loop* have certainly heard of it, and have made a bad job of ripping it off.

WIPE THAT SMILE OFF

One glance at the screenshots on this page should tell you a good job has been done on the graphics. They look fantastic, but smooth as they are they don't give a good enough impression of speed. A 300mph thrash in a space craft should not feel like a quiet cruise in an old banger.



SOUND FAMILIAR?

The various craft all handle similarly, and corner extremely flatly around the stupidly twisty tracks. The weapons too are courtesy of *Wipeout* – heat-seeking rockets that automatically lock onto the vehicle in front, mines etc. The presentation is very clubland, and the music makes a poor attempt at replicating *Wipeout's* popular dance themes.

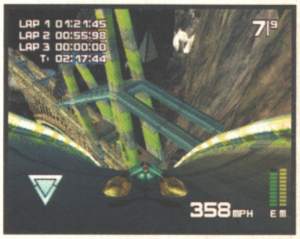
WORTH PLAYING?

Killer Loop is basically *Wipeout* for old people. All the pace has been taken out, it's been made to look pretty and the full-on sensory assault reduced to a sedate cruise.

PlayStation

COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK/MEMORY CARD**



computer and video Games

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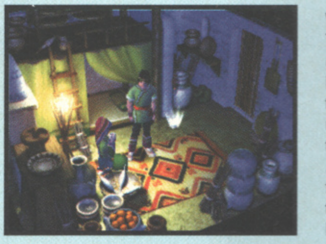
IF YOU LIKE THIS TRY THESE...
Wipeout 2097 (PS), *F Zero* (N64), *Rollcage* (PS, PC)

JADE COCOON

Meet the illegitimate offspring of *Pokémon* and *Final Fantasy*

WHAT YOU NEED TO KNOW

Jade Cocoon is an RPG with an interesting twist: you can capture creatures you come across and train them to fight on your behalf. You can then breed these creatures with other creatures to create your own unique beast before pitting your creation against a friend in a *Pokémon*-esque battle.



WHAT'S THE STORY?

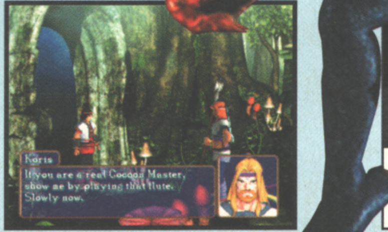
Your home village has fallen under a curse which you must deliver it from. This will involve exploring, fighting and talking to people - standard RPG fare. The graphics throughout are superb, borrowing from the style of *Final Fantasy VII*, and the sound is OK with tolerable voice-overs.

NO CHOICE IN THE MATTER

Where the game falters is with the linear nature of the plot. You are constantly ferried from one area to the next with little or no say in the matter, and far too much of the plot unfolds in non-interactive movie clips. The combat system is slow and uninvolving, as is typical of turn-based RPG scraps.

WORTH PLAYING?

The RPG element of the game is above average, but the ability to breed and then fight your own monsters looks ideally timed to cash in on *Pokémon* mania. You'll flit through the whole thing in around 30 hours, which makes it a relatively short game in the current RPG climate.



Koris
If you are a real Cocoon Master, show me by playing that flute. Slowly now.

PlayStation

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MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK/MEMORY CARD**

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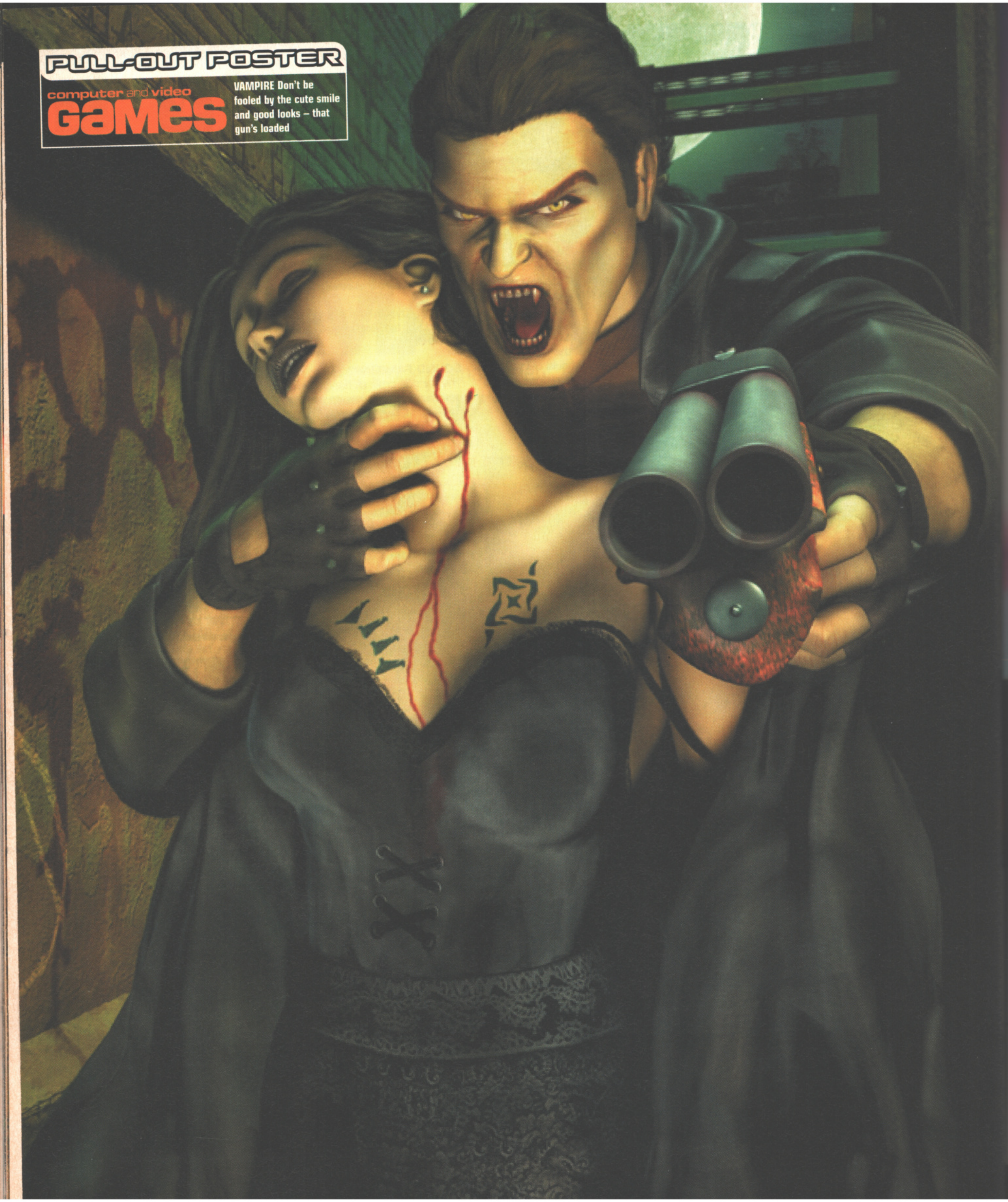

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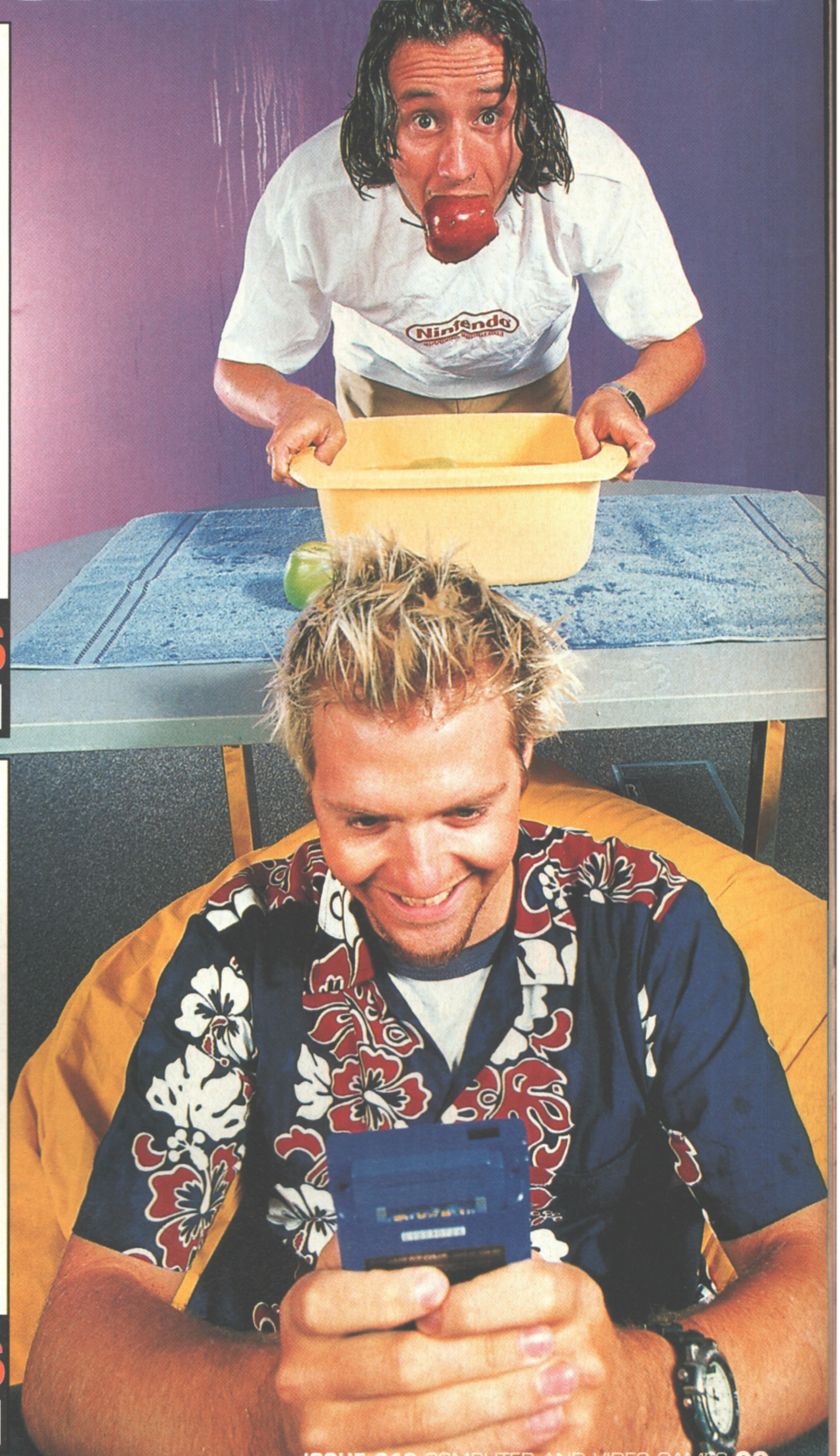
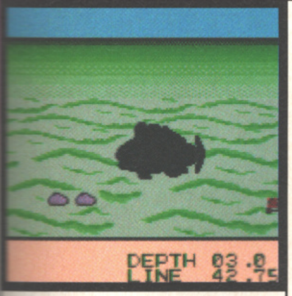
VAMPIRE Don't be fooled by the cute smile and good looks – that gun's loaded

WORDS & SCREENSHOTS: DEAN SCOTT

While everyone around you is bobbing for apples and trick or treating, do the right thing - play Game Boy

BUCKET LOADS OF FUN





COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

BLACK BASS LURE FISHING

WHAT YOU NEED TO KNOW

Another fishing game for Game Boys. The problem is, that no attempt has been made to integrate the angling into another game style, and it's abysmal.

CAST OFF

The whole point of videogames is that they get your attention and are fun to play. *Black Bass* does neither of these. Instead, you get to choose your bait and stare at some horrendous graphics for ages, hoping a fish might bite. Brave it long enough to catch some fish and you'll advance to a higher skill level.

DON'T TAKE THE BAIT

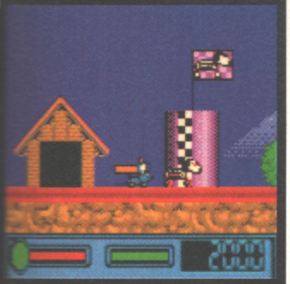
Videogames are a lot of fun. Fishing isn't. This is one of the most pointless and unenjoyable games ever made – even when you catch a fish there's no real incentive to go after more. Your Game Boy will never forgive you if you stick *Black Bass* in its slot.

WORTH PLAYING?

People who like to be bored stupid for long periods of time will find enormous amounts of fun here. Any sane person will realise this isn't really a game, it's more like a method of torture and should be smashed into tiny pieces.

computer and video games

★



COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

SPACESTATION SILICON VALLEY

WHAT YOU NEED TO KNOW

Silicon Valley is the Game Boy conversion of a great N64 game. After crash-landing on a long-lost spacestation, you set about retrieving the components and energy pods needed to get your spaceship airborne again.

SPACED OUT

You control Evo, a robot who leaps into the bodies of mechanical animals and uses their skills to help solve puzzles. The Racing Mouse, for example, moves very fast and lashes things with its tail. Sounds strange, but it works pretty well.

PLAYING STATION

The pace of the game can be slow, and some of the less mobile creatures take ages to trek across the platforms. The story is played out in neat cartoons, but occasionally, the mission briefings leave you mystified as to how to achieve your tasks.

WORTH PLAYING?

Silicon Valley is a reasonable puzzler that will keep your brain ticking over. That said, the Game Boy isn't short of platform puzzle games, and this does little to distinguish itself from the crowd.

computer and video games

★★★

The definitive RPG saga continues with a new cast and a whole new look

FINAL FANTASY VIII

WORDS & SCREENSHOTS: MAURA SUTTON

So how do you follow up one of the biggest games on the planet? By making the next one even bigger and better, of course. It's been a long time coming but the wait is finally over. Now on four discs, *Final Fantasy VIII* gives new meaning to the word epic. If you're new to the whole *Final Fantasy* phenomenon, be prepared to enter the strangest world you've ever known. *Final Fantasy* followers – you know the drill already. Grab hold of that joypad and prepare to worship...

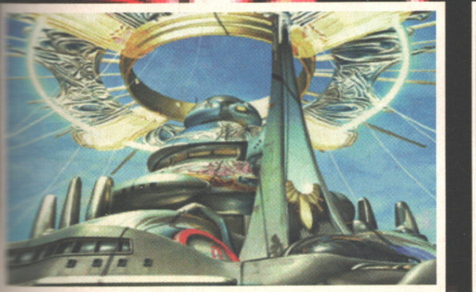
PlayStation

COST: **£TBC**
OUT: **OCT**

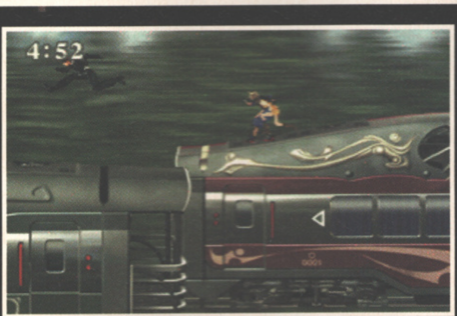
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY CARD/ JOYPAD/ DUAL SHOCK**

NEVER ENDING STORY

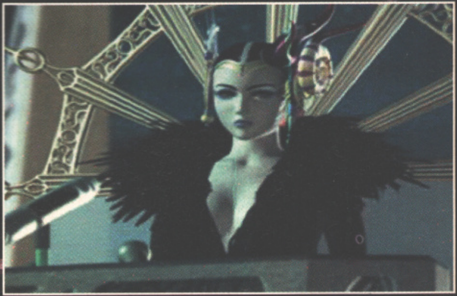
Final Fantasy VIII starts off in a fairly normal way with the odd military skirmish and then grabs you by the scruff of the neck and drags you on an increasingly freaky journey through ice valleys and ancient tombs, not to mention the odd bus depot and pet shop.



The game opens at the Balamb Garden, a military academy where members of the elite mercenary force SeeD are trained. This is the first chance to meet some of the new characters in the game. It's also the first chance to gawk at the amazing buildings



Squall and his companions are sent to help an underground resistance group called the Forest Owls who operate in the quaint town of Timber. Their first task is to help the Owls kidnap President Deling of Galbadia by hijacking his train

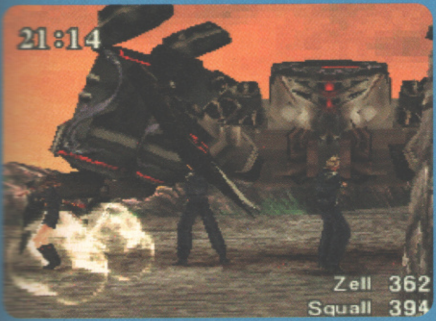


Still working undercover with the Forest Owls, Squall and friends are asked by Caraway, the head of the Galabadian army, to assassinate Edea the chillingly evil Sorceress. An elaborate plan is formed to trap and kill her during a victory parade in Deling City

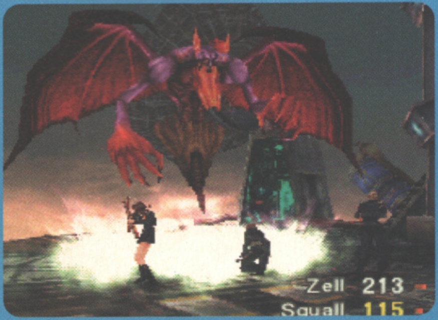
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

MEET THE BOSS

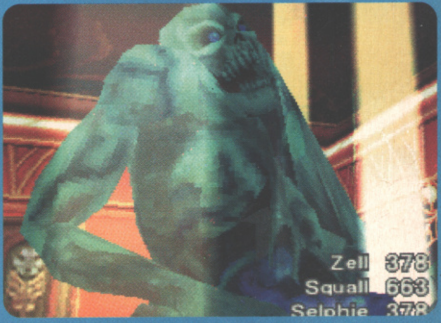
There are some pretty spectacular bosses to beat in *Final Fantasy VIII*. Most of them are hard to kill, so make sure you save your game before you tackle them



This little beauty is to be found on Squall's first mission at the Dollet communication tower. He's very hard to kill early on because you haven't built up any serious experience points. Stock up well on potions and Phoenix Down at the local shop



This mechanical spider nuisance leaps on you and chases you down the cliffs back to Dollet town centre. You have to wait for the chance to run away and then press L2 and R2 to escape. You'll also have to play a sneaky trick to get rid of him



This horror starts off as the fake President Deling of Galabadia and turns into something much more slimey. You'll need to have a well-equipped party to beat him. Just wallop him with a wave of GF attacks before he gets a chance to use his powerful magic

NEW KIDS IN TOWN

There are a whole host of new characters to meet in *Final Fantasy VIII*. This game has a completely new story, so don't expect to see any old favourites like Barratt. Don't worry, these new heroes and villains are so cool you'll soon forget all about Cloud and Aeris.

SQUALL LEONHART
Squall is the hero of the tale, although in the early stages he seems most unlovable. He's a great soldier, but surly, cold and downright rude. You just know he has to come good in the end

SEIFER ALMASY
In the stunning game intro, Seifer lays into Squall like a maniac during a training bout. Training to be a SeeD, Seifer is a true maverick and refuses to follow orders. Is he evil? Wait and see.

RINOA HEARTILLY
Rinoa is the leader of the Forest Owls. She's headstrong, rebellious and idealistic. She gets herself in trouble when trying to prove her worth as a rebel fighter. Be prepared for a few surprises

IRVINE KINNEAS
This heartthrob marksman looks more like a rock star with his lovely long locks and dreamy eyes. Killin' is his business, but flirtin' comes a close second

MORE NEW KIDS

As in all of the *Final Fantasy* series, the character development is fascinating. Beneath all the monster slaying and spell casting, the characters have very real human problems and quirks. You'll want to follow them to the ends of the earth, and you'll probably have to!

LAGUNA LOIRE
Laguna is a reluctant soldier in the Galbadian army. He doesn't really enjoy fighting, in fact if the truth be known, he's really a true romantic madly in love with a bar-room singer. Aaah

ZELL DINCHT
Zell becomes a SeeD at the same time as Squall, but there the similarities end. A skateboarding martial arts expert, Zell bounds about like a puppy, full of energy and enthusiasm

QUISTIS TREPE
Quistis is one of the SeeD training instructors. Most of the SeeD recruits seem to have a crush on her, except for the cold-hearted Squall. She wields a mean chain whip in battle

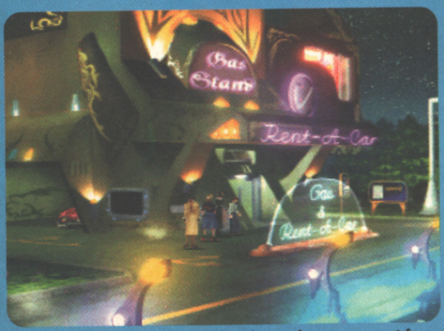
SELPHIE TILMITT
Selphie is another young SeeD who literally bumps into Squall when she arrives at Balamb garden. She's honest, open and full of hope for the future. She despairs of Squall's selfish natur

"Dangerously close to perfection"

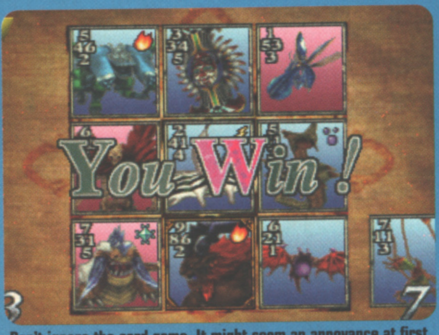
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER G

USEFUL TIPS

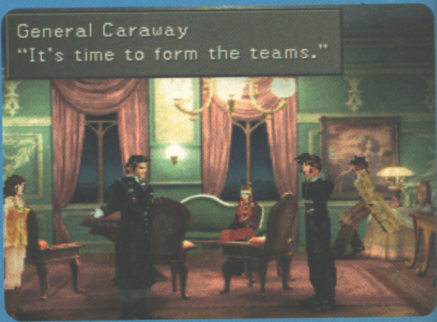
Here are three very simple but vital tips to help you on your huge quest. They may seem really obvious, but they'll save yo loads of time and trouble



Rent a car. Each city has a car hire shop so keep an eye out for them. They're expensive, but if you've got to travel from one city to another, it's worth shelling out, especially as you'll be attacked by monsters if you try to walk outside the cities



Don't ignore the card game. It might seem an annoyance at first when people keep asking you to play cards, but if you take the time to learn the rules and play the people you meet when they challenge you, it will help you greatly in your quest later on

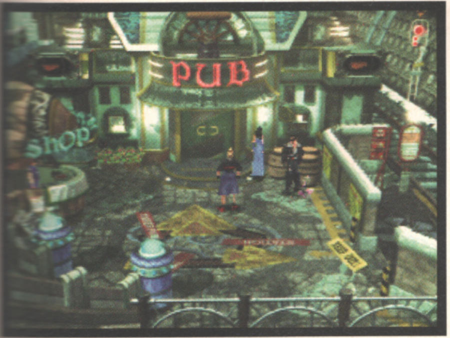


General Caraway
"It's time to form the teams."

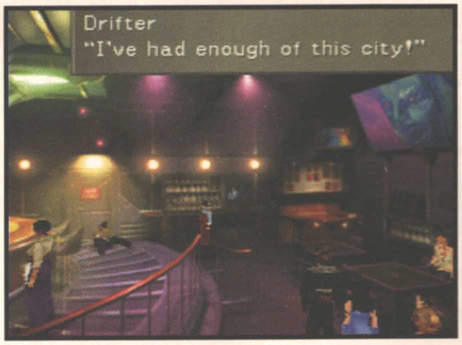
Pick your party wisely, but don't pick the same people all the time, as this will mean that the others won't get a chance to gain experience points. You never know when you might need to use Selphie the Nunchuku expert!

THE NEW STUFF

Although *Final Fantasy VIII* has many familiar elements from the previous game, there are lots of new additions to the gameplay to go with the fresh storyline. Those of us who were baffled by the intricacies of Materia in *Final Fantasy VII* will find *Final Fantasy VIII's* simplified Battle System to be a lot easier to cope with

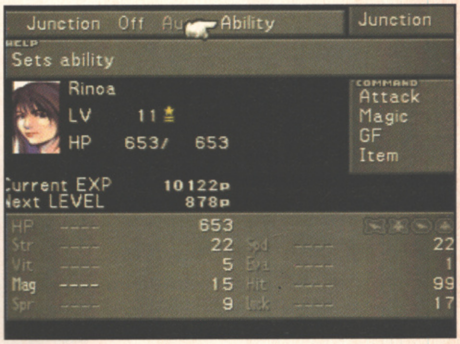


Instead of buying magic in shops or finding it in treasure chests, this time around you have to 'draw' magic, either from your enemies during battles or at one of the draw points scattered around. This one is right near a pub, which is handy



Drifter
"I've had enough of this city!"

In order to harness the powers of your Guardian Force, you must 'Junction' the magic that belongs to each one. Junctioning can greatly affect each character's ability in battle. The Junctioning screen looks complicated but there's a useful tutorial to help you

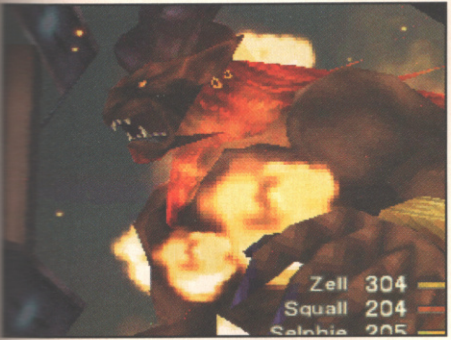


```
Junction  Off  Auto  Ability        Junction
HELP
Sets ability
      Rinoa                          COMMAND
      LV      11                     Attack
      HP     653/  653               Magic
                                     GF
                                     Item
Current EXP      10122p
Next LEVEL         878p
HP   ----       653
Str  ----        22  Spd   ----        22
Vit  ----         5  Eva   ----         1
Mag  ----        15  Hit   ----        99
Spr  ----         9  Luck  ----        17
```

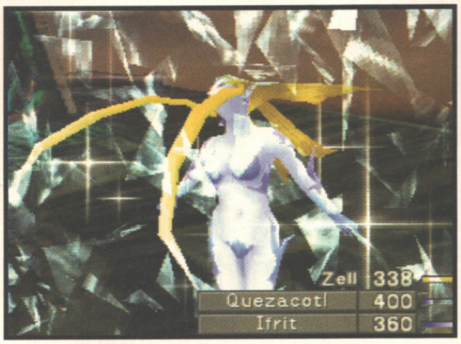
The graphics are much less cartoony and mystical than before. There are still plenty of otherworldly locations, but the characters look much more like real people, and their speech and general behaviour is very down to earth

GUARDIAN FORCE

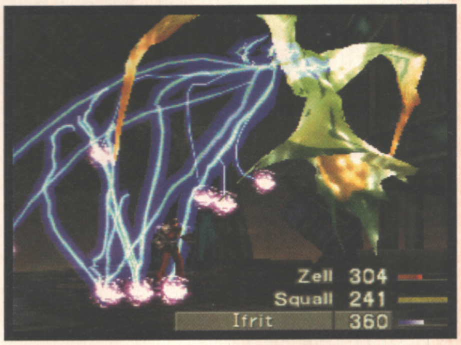
In the previous game you used Materia to summon huge monsters that would help you out in battle by giving the enemy a good mauling. This time around the monsters are called Guardian Force. If your party members are equipped with the appropriate Guardian Force they can call up the monster during battle. And what lovely monsters they are...



IFRIT: An old favourite from *Final Fantasy VII*, Ifrit uses the Hellfire attack to drop a massive fireball on the enemy. If you've got a dual shock pad you'll think the house is falling down when he makes his Earthshaking entrance



SHIVA: She may look beautiful in her sparkly bikini-type thing, but Shiva's Diamond Dust attack coats her victims in a lethal glacier. Very effective against the more red-blooded creatures that you'll meet on your travels



QUEZACOTL: His name may not exactly trip off the tongue, but Quezacotl's Thunder Storm attack is a virtual-free fireworks display for those unlucky enough to be in his way. Sadly, it's the last thing they'll ever see, but it sure is pretty

Buy *Final Fantasy VIII* and there's no way you'll make it out of your house till Easter 2000. It's that big

WHAT WE THOUGHT

THE SAME
There are many familiar aspects to *Final Fantasy VIII*. The odd humour is one of the best things about the game, particularly the bumbling soldier, Laguna, who gets cramp in his legs after fighting and loses keys through holes in his trousers. The revamped Battle System stays true to the RPG formula of turn-based attacks and spell-casting, and you can still pick up experience points and develop your characters' abilities.

DIFFERENT
Final Fantasy VIII has improved on every aspect of its predecessor. The beautiful CGI cut scenes push the PlayStation to its limit, while the bosses and monsters are even more impressive than before. The game is also more challenging – you can't pound your way through battles, you have to learn to Junction effectively. Although parts of the game are annoying, like the bus hopping in Deling city, *Final Fantasy VIII* is dangerously close to perfection.

THE VERDICT
Two words. Buy. It.

computer and video
GaMes
★★★★★

IF YOU LIKE THIS TRY THESE...
Final Fantasy VII, Zelda 64

WORDS & SCREENSHOTS: PAUL DAVIES

POKEMON

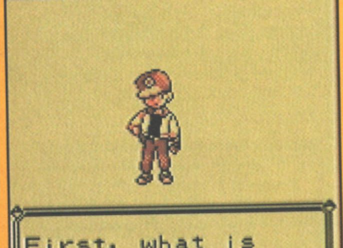
Here comes some of the most fun you're ever going to have with your friends

Don't think of this as just a videogame. If you do, you'll miss about 80 per cent of the fun. *Pokémon* is a funky new pastime you can enjoy anywhere, any time.

Until recently, Game Boy has been an unspectacular 'boredom reliever': throw it in your bag in case of emergency. Play a bit of *Tetris*. Maybe do *Zelda* again. *Pokémon* makes owning a Game Boy essential. Whichever way you look at it – cute or cool – *Pokémon* will definitely rule.

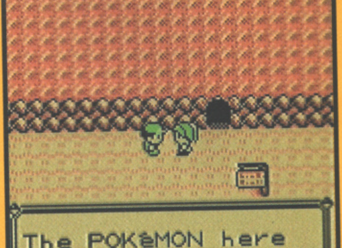
POKEMON? WHAT THE...?

It's short for Pocket Monsters, only some letters were dropped. Pokémon are oddball creatures that can be caught and trained to be the best pets a guy (or gal) ever had. The coolest trainers are out to catch 'em all, and the only way to do that is to battle and trade with other trainers.



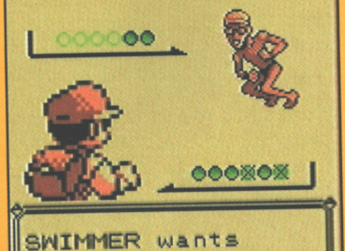
First, what is
your name?

When you first power-up *Pokémon* on your Game Boy, you're signing up as a Pokémon trainer. The little guy in the game is you



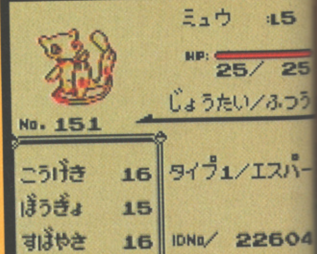
The POKéMON here
are so chunky!

Search treacherous areas of the world for cool Pokémon. You get clues from people who live in towns, or hang out in the wilds



SWIMMER wants
to fight!

The world is full of Pokémon trainers who want to pitch their Pokémon against yours. These battles make your Pokémon stronger



ミュウ :L5
HP:
25/ 25
じょうたい/ふつう
No. 151

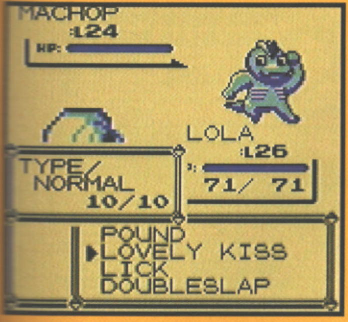
こうげき	16
ぼうぎょ	15
すばやさ	16
とくしゅ	15

タイプ1/エスパー
IDNo/ 22604
おや/ マクハリ

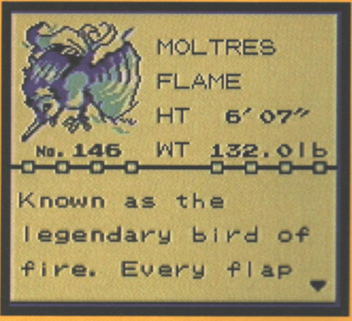
This is Mew, the 151st Pokémon. Mew is impossible to get unless you attend a special event organised by Nintendo – like we did

BALANCE OF POWER

There are 150 Pokémon to collect. What's the point? Each monster is a certain type, and each has unique tricks. You can imagine how important it is to build a kick-ass collection, so you always have the pick of the bunch.

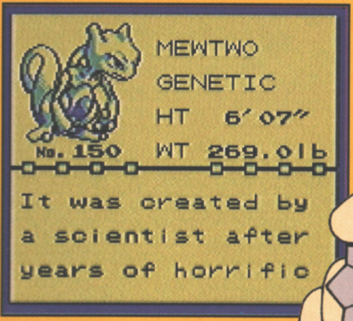


Water-type Pokémon are good at soaking the fire-type, but are knackered when they go against electric-types. It all makes perfect sense



Known as the legendary bird of fire. Every flap

It's when you run into combination-types that the trouble starts and the excitement begins. Moltres is part fire, part air. Tricky, that one



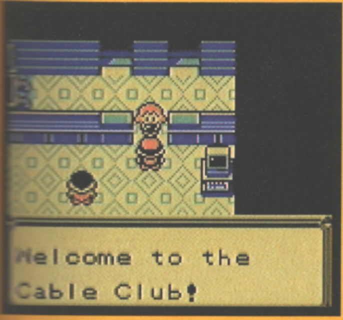
It was created by a scientist after years of horrific

Some Pokémon are so rare you only get one chance to bag them. Make sure you save regularly so you can quit and try again

> **"Whichever way you look at it – Pokémon will definitely rule"**

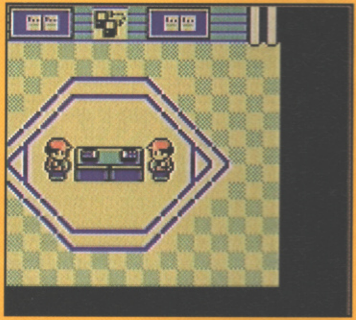
JOIN THE CABLE CLUB

Getting the most from *Pokémon* involves linking up with a friend using a GB cable. Once you're connected, visit the nearest Pokémon centre. The girl at the Cable Club here gives you the option to battle or trade.

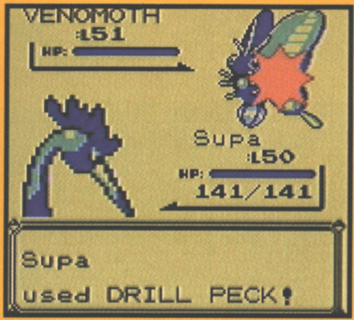


Welcome to the Cable Club!

Make sure you and a mate have got a link cable for your Game Boys. Hook up and visit the Cable Club at a Pokémon centre



Choose the Pokémon you want to trade. You're both supposed to get a good deal, so make sure each Pokémon is worth it

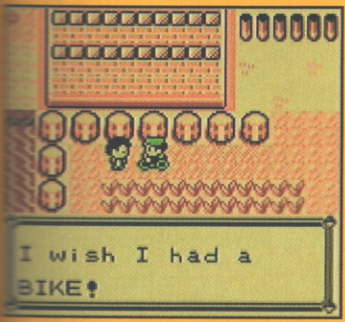


Supa used DRILL PECK!

You'll never be bored again once you've experienced your first victory in a *Pokémon* battle. Strategy usually beats raw power

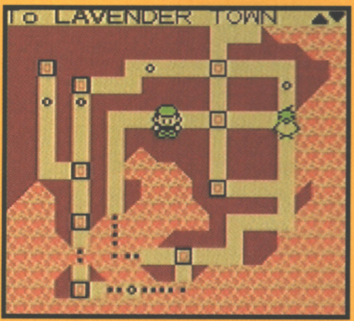
PATHFINDING

Just like in the *Zelda* games, you're sometimes asked to help out townspeople. In return, you receive potions and training machines to turbo-boost your Pokémon power. You can get an expensive bike, and Pokémon can also learn to fly or swim to new locations, saving time.

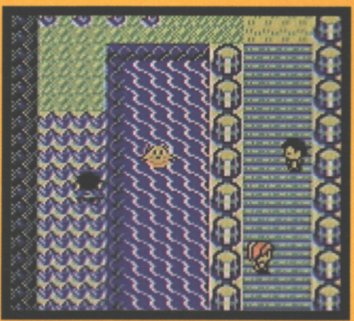


I wish I had a BIKE!

This hunk of junk is super-expensive to buy, but you don't need to if you can help out the right guy. There's more than one way to win



If you want to get where you're going quickly, and avoid lots of fights along the way, get one of your flying Pokémon to help out



We don't know why there are so many swimmers in the game – the water is absolutely brimming with wild Pokémon

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2**
COMPATIBLE: **SUPER GAME BOY/ LINK CABLE**

WHAT WE THOUGHT

EVERYONE'S ADDICTED TO POKEMON

Maybe Japanese players, who have been nuts about this since '95, see something in *Pokémon* us westerners never can? Or maybe the Americans are over-reacting again? No. Just like the greatest ever games, *Pokémon's* appeal is universal.

LOOKS CRAP, PLAYS GREAT

Pokémon is great because it's so much fun. The adventure is pretty cool, it has a humourous hook like no other game. Trading is something you feel you just have to do, no matter how much you tell yourself at the beginning that it's not your bag. Battles are great at any time – more fun than *Tetris*, though perhaps not as straightforward.

POKEMANIACS WE

How significant is *Pokémon*? It's right up there with *Half-Life*, *Goldeneye*, and *Gran Turismo* as one of the greatest games ever. And it's even better than that because you can take it with you wherever you go.

computer and video Games

★★★★★

Zelda: Link's Awakening, *Tetris Attack* (nothing like *Pokémon*, but great games)

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Smart Cartridge Game Enhancer

The Smart Cart allows you to play your import games without the eed for a MOD chip. Simply plugs into the back of the Playstation. With cheat code Functions.

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5 - 9	£8.49
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100 +	£4.99

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Similar device to the Smart Cartridge but can not be updated using smart link.

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Smart Link

The Smart Link allows you to connect your Smart Cart to your PC for cheat searching, game saving and much more.

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10 - 19	£12.99
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Playstation

PSXAMP MP3 Adapter	£55.00
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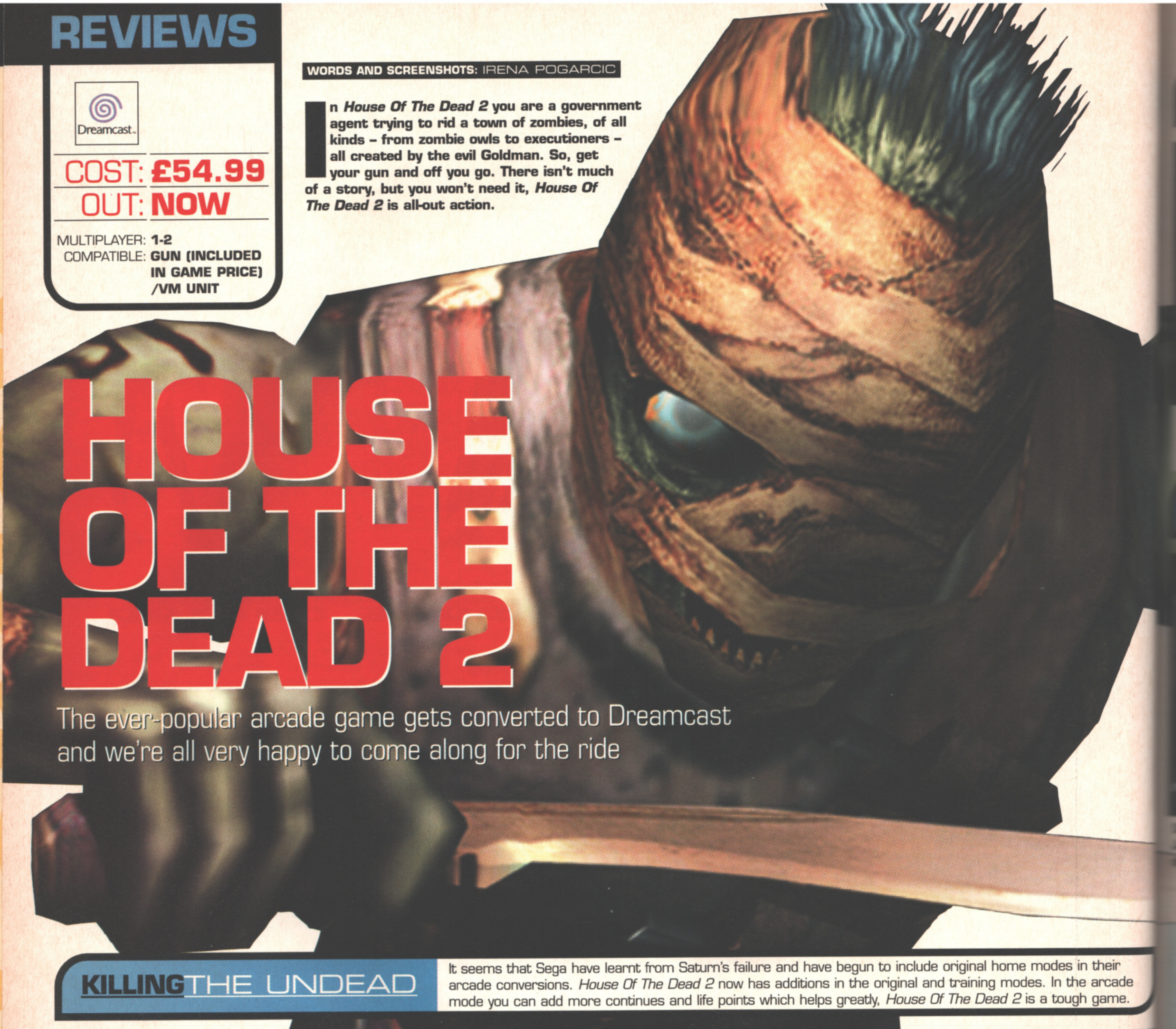


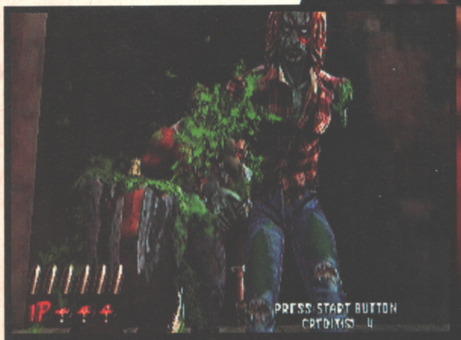
HOUSE OF THE DEAD 2

The ever-popular arcade game gets converted to Dreamcast and we're all very happy to come along for the ride

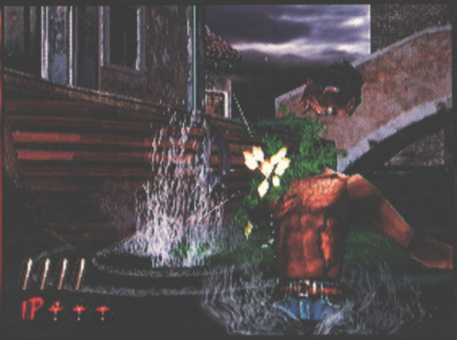
In *House Of The Dead 2* you are a government agent trying to rid a town of zombies, of all kinds – from zombie owls to executioners – all created by the evil Goldman. So, get your gun and off you go. There isn't much of a story, but you won't need it, *House Of The Dead 2* is all-out action.

KILLING THE UNDEAD

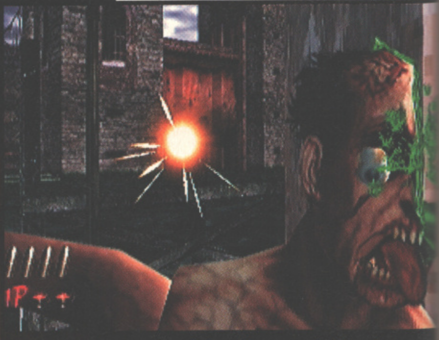
It seems that Sega have learnt from Saturn's failure and have begun to include original home modes in their arcade conversions. *House Of The Dead 2* now has additions in the original and training modes. In the arcade mode you can add more continues and life points which helps greatly, *House Of The Dead 2* is a tough game.



When you shoot the zombies, parts of their bodies fall off and green sludge flies off everywhere



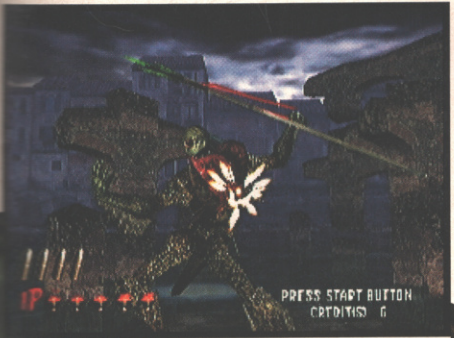
A head shot is the quickest and safest way to get rid of those darned zombies, it looks pretty cool, too



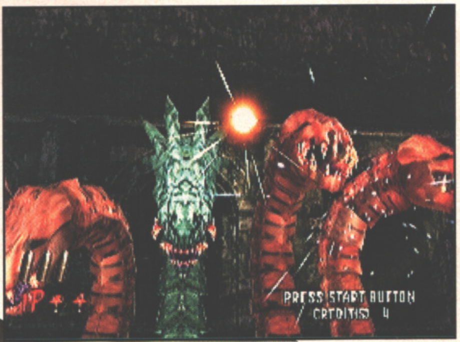
Either he's dehydrated or that's a big sausage in his gob. Face-to-face combat can get pretty nasty.

KINGS OF TERROR

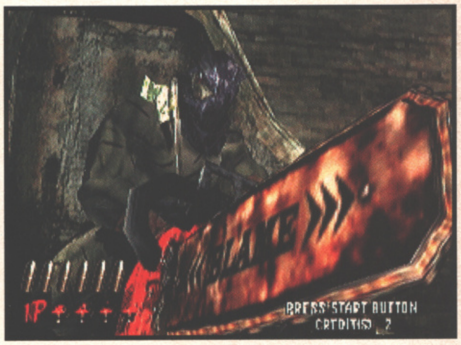
After completing each stage, get ready to face the bosses. Each has a weak spot that's helpfully pointed out before you start the battle. Even so, they're pretty hard to beat and thankfully, a boss mode has been added, so you can practice first. You'll need this practice since the fifth stage in the game features all the previously defeated bosses.



Shoot the opening and closing chest and try to get the piranhas that the boss hurls at you. When he starts jumping above you, wait until the last second before you fire



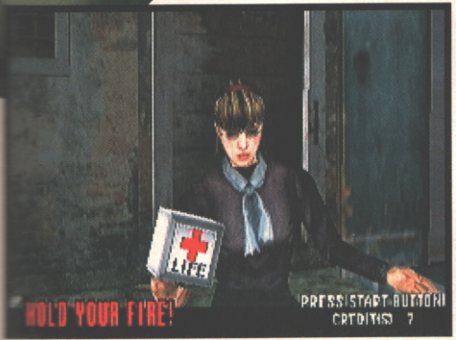
Shoot the head of a snake that forms a ring and ball of light – it's charging up to get you. When there's one snake left, again, wait until the last second before you fire



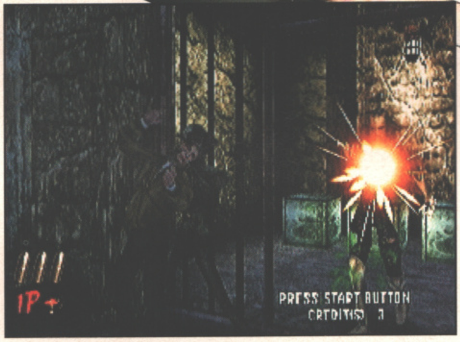
Shoot the head of this monstrosity when he isn't hiding behind his giant chainsaw. He likes to creep up from behind the walls, so keep on your toes and keep your finger on the trigger

STRAIGHT TO HELL

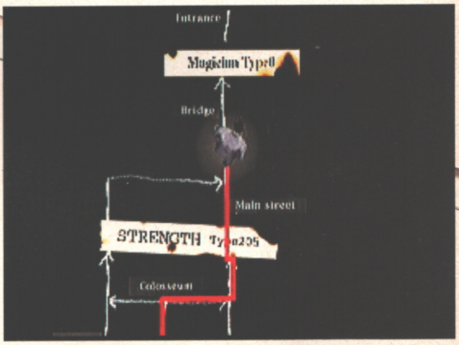
Each stage of the game features different paths, and depending on how good a marksperson you are, those paths will open up. Don't ignore the cries for help from the innocent civilians – saving them can take you on to alternative routes. Sometimes civilians you save will give you a life-up medi pack. Training mode offers practice in saving civilians.



Saving some civilians results in a small reward for your trouble. James Bond never gets given a plaster for saving a damsel in distress, it's not fair



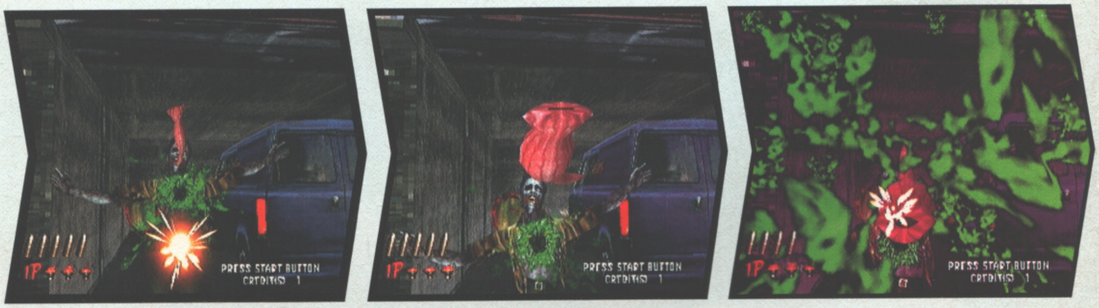
Saving civilians can be pretty tough as zombies are always inches away, but time your shots right and get them on target and new sections of the game are opened up



The 'game over' screen provides a glimpse of the city map. From here it's easy to see where the different routes occur. Now go back to the same spot and try and find your way

GROSSEST GAME MOMENT?

In our selection of the best-ever horror games (*see* issue 212), *House Of The Dead 2* won the much-coveted prize for The Highest Ever Gore Content. Want to know why? In a seminal moment in the game, zombies' stomachs start exploding and ooze out bloody innards back up through their mouths. Just watch this guy to see what we mean. Looks like he had sprouts for lunch.



WHAT WE THOUGHT

A SIGHT TO BEHOLD

Like *Soul Calibur*, *House Of The Dead 2* is an arcade-perfect game conversion... and then some. So it's starting to look like Dreamcast is getting good at this. *House Of the Dead 2* has amazing graphics – even if the sight of exploding zombies doesn't impress you, the fantastically detailed locations will.

GORE FEAST

This is a very playable game and easy to get into. Unlike our other gory favourite – the *Resident Evil* series – *House Of The Dead 2* doesn't have much of a story, but that isn't a bad thing. If it's action you want, it's action you get.

GUN CLUB

House Of The Dead 2 actually isn't as impressive as its prequel, but it looks much better. There are superior gun games out there, but this is the only one on Dreamcast, so far. Those of you who like gun and horror games will certainly enjoy it and are advised to go and get it at your earliest opportunity.

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Point Blank 2 (PS), *Resident Evil 2* (PS), *Time Crisis 2* (Arcade)

PULL-OUT POSTER

computer and video GAMES

POKEMON To stay on top you've got to catch 'em all! How many have you got?

WIN £100

TO SPEND ON WHATEVER YOU WANT

Want some free money? Some lovely hard cash to blow on whatever you want? All you have to do is enter the Computer and Video Games quiz. It's pretty easy, but if you get stuck try taking a look through the review pages. Good luck!

1 What's the next big Game Boy craze set to take over the UK?
A Pokémon
B Action Man
C Pong

2 How many Pocket Monsters are there to collect?
A 101
B 151
C 201

3 What sort of game is *Ready To Rumble*?
A Wrestling
B Fishing
C Boxing

4 What star award did *Final Fantasy VIII* get?
A ***
B ****
C *****

5 What is Tony Hawk?
A Snowboarder
B Skateboarder
C The President of America

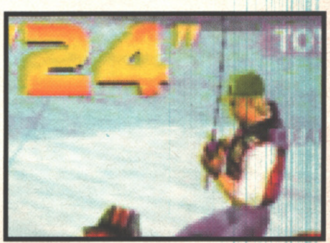
6 What does *LMA* stand for?
A League Managers Association
B Latest Memory Assistance
C Long-term Memory Application

7 How much does *Age of Empires II* cost for the PC?
A £19.99
B £29.99
C £39.99

8 What should you look out for in *Sled Storm*?
A A horse
B A rabbit
C An eagle

I've had a great time Jim. I'll just take the money and let the next lot have a go
Tracey
MAXAM
33

9 Which page is the cool screenshot on the right from?
A 62
B 82
C 102



10 How old is the young Lara Croft in *Tomb Raider 4*?
A 16
B 18
C 21

LAST MONTH'S ANSWERS
Want to know if you got the quiz right in Issue 215? Here you go then. The winner of the £100 will be notified by post, so please don't call us at the office. Thank you.

1: A, Hawk
2: B, Turok 2 and Goldeneye
3: A, £49.99
4: A, Namco's GunCon
5: B, more than three
6: C, Game Boy Color
7: C, the frame rate gets jerky at times
8: B, 17
9: B, they both scored the same
10: B, 17

LOOK WHO'S RICH
The winner of the quiz and £100 from Issue 214 is... please fill out please fill out
Carl Hardie, Kent

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope and post it to us at:

Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.

The first correct entry out of the hat wins. Entries must be in by: Tuesday 16th November 1999. So hurry up.

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

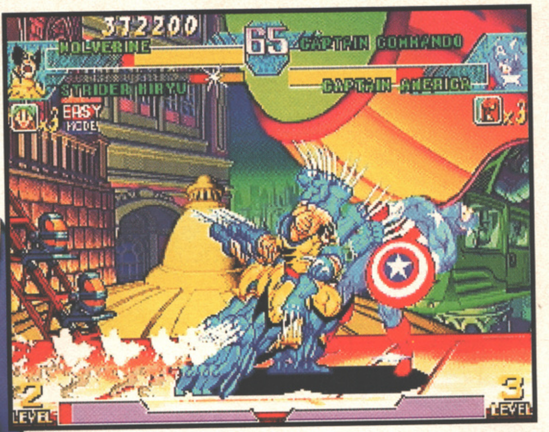
NAME: ....
AGE: ....
ADDRESS: ....
....
....

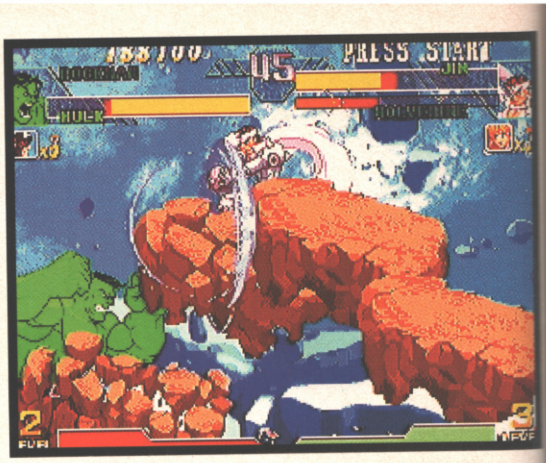
On occasion EMAP Active publishers of Computer and Video Games and associated companies to make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐

Dreamcast

COST: £39.99
OUT: NOV

MULTIPLAYER: **1-4**
COMPATIBLE: **ARCADE STICK/ VM UNIT**


372200
WOLVERINE
65
CAPTAIN COMMANDO
STRIDER HIRYU
CAPTAIN AMERICA
EASY MODE
x3
x3
2 LEVEL
3 LEVEL


188100
ROCKMAN
45
PRESS START
JIN
HULK
WOLVERINE
x8
2
3

MARVEL VS. CAPCOM

The mighty Marvel against the cream of Capcom

WORDS/SCREENSHOTS: ALEX HUHTALA

WHAT YOU NEED TO KNOW

Another 2D fighter from Capcom, but this time not restricted to the *Street Fighter* characters. Like the title says, the heroes and villains of Marvel Comics have been invited to join the fracas. Making up the numbers are more characters from the Capcom camp. The end result is an entertaining beat 'em-up boasting a wide variety of characters and plenty of over-the-top special moves.

TAG TEAM

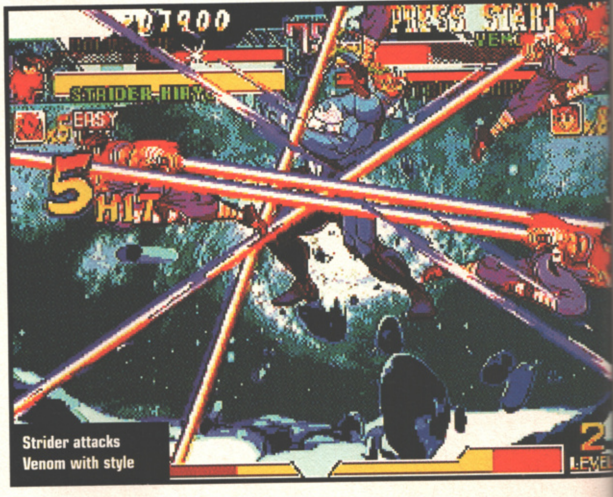
The game requires you to pick a team of two characters who help you battle through the many levels, each time taking on tougher opponents, until you reach the bosses. Fights are fought like tag team battles, with your team performing cross-over attacks as you switch between them. There's even a random fighter thrown into the mix – this is your helper character, who you can use in a fight by pressing both medium attacks together.

FOUR AT ONCE

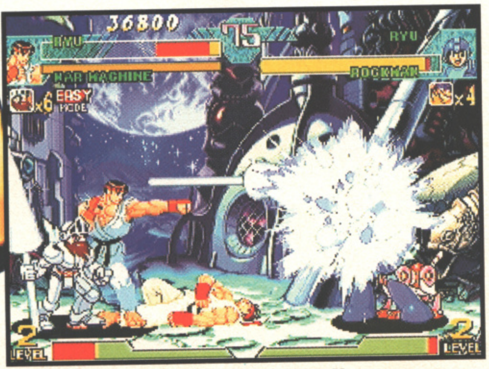
The real innovation, this time around, comes in the form of the Cross Fever Mode. This allows four people to play at once, each controlling a separate character. It's still a tag battle, so when you use the cross-over attack, make sure your partner knows you're about to do it. There's also a new team-up attack, using all three bars of the super meter. It makes your second character join the fight, giving you control of both. During this period you've got unlimited supers, so use as many as you can.

WORTH PLAYING?

A little older than *Alpha 3*, so dedicated players may have grown tired of it, but *Marvel Vs. Capcom* is still an impressive game. The controls are simpler than most Capcom fighters, and the attacks are completely overboard. The only downer is the Dreamcast pads, again. They're unsuitable for fighting games like this, so invest in an Arcade Stick instead... plus the game is getting a bit grey from age. Still, if it's a fun fighter that you're after, you won't go wrong giving this a go.


207900
PRESS START
VENOM
STRIDER HIRYU
EASY
x6
5 HIT
2 LEVEL

Strider attacks Venom with style


36800
75
RYU
RYU
WAR MACHINE
ROCKMAN
EASY MODE
x6
x4
2 LEVEL
2 LEVEL

Sir Arthur from appears to help Ryu battle Mega Man

computer and video **Games**

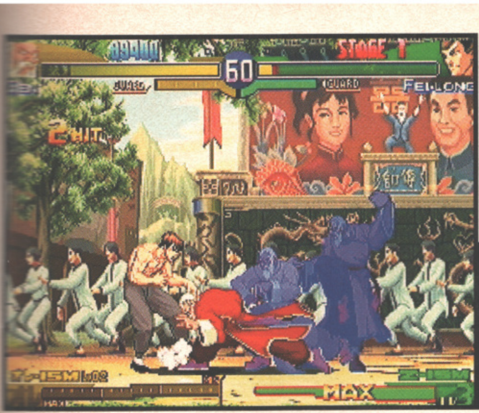
★★★★

IF YOU LIKE THIS TRY THESE...
Power Stone, Street Fighter Alpha 3, Soul Calibur

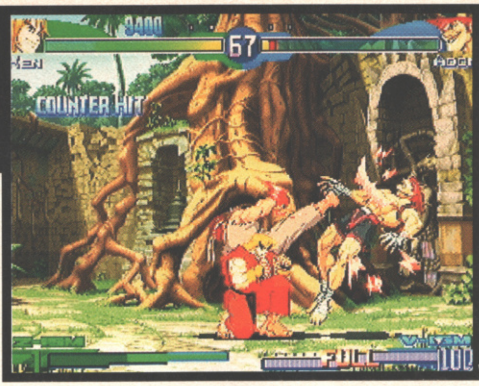
Dreamcast

COST: £39.99
OUT: DEC

MULTIPLAYER: **1-3**
COMPATIBLE: **ARCADE STICK/ VM UNIT**



The animation is incredible, not just on the fighters, check out the backgrounds, too



The Dramatic Battle mode allows 'two against one' fights. Not fair, but a lot of fun

WORDS/SCREENSHOTS: ALEX HUHTALA

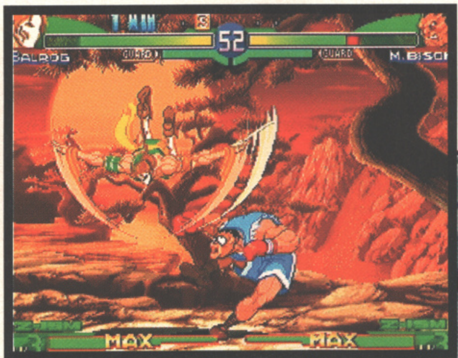
STREET FIGHTER ALPHA 3

The *Street Fighter* series fights back, with their biggest bout ever

WHAT YOU NEED TO KNOW
The *Street Fighter* combatants are at it again. Flying around the world to prove who's the greatest fighter, beating each other black-and-blue in the process. The series has been around for over a decade and each game offers new innovations and features. Although the majority of gamers may have grown tired of Ryu and his gang a long time ago, die-hard players still have to be dragged away from the arcade machines.

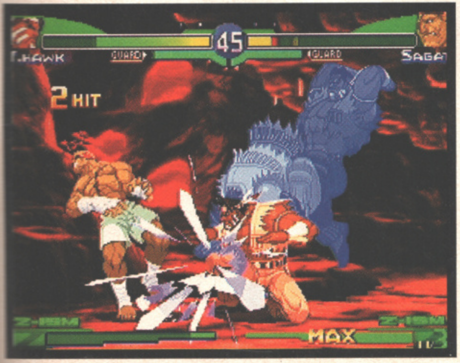
TASTE-ISM
Street Fighter Alpha 3 features an incredible 31 characters; most will be instantly familiar to anyone who's played a *Street Fighter* game. Being an *Alpha* game means the cast stops at *Street Fighter 3*. New to *Alpha 3* is the way you can choose your fighting style; these dictate the type of super combos you can use, classed as A, V and X-isms. Selecting A-ism allows you to perform multiple super-combos, available at three levels. V-ism is a variable combo system, while X-ism is restricted to one combo, but it's super-powerful. If this sounds confusing, don't worry, when you play the game you'll soon get the hang of it.

6400
71
STAGE 7
GO!

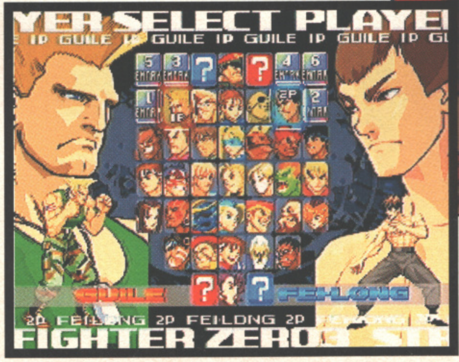


GO GLOBAL
There are great new additions throughout the game. The World Tour mode is the greatest single-player *Street Fighter* game you'll ever play. Similar to *Soul Blade*'s Edge Master mode, your character travels from fight to fight, where different rules apply for every bout. Some fights will have strict time limits, while others allow you to fight only with combos. As you progress, your abilities grow, new moves become available, and your improved fighter can then be played in any other mode. Another excellent feature is the Dramatic Battle mode, where three fighters have a scrap – a simple addition, but it brings incredible pleasure.

WORTH PLAYING?
Yes. This is the greatest *Street Fighter* ever, with a million modes of play, loads of characters and sublime gameplay. The Dreamcast offers all the arcade thrills with practically zero loading time between levels. If you haven't played a *Street Fighter* game before, get this to find out what you're missing. If you've grown tired of 2D fighting, this is the game that will make you go teary-eyed and say you're sorry. A fantastic game, a pity about that unsuitable Dreamcast controller, though.



Proof that Dreamcast can handle 2D better than other consoles



The biggest *Street Fighter* ever with more fighters than ever before

computer and video **Games**

★★★★★

IF YOU LIKE THIS TRY THESE...
Marvel Vs. Capcom, *Soul Calibur* (DC), *Street Fighter Alpha 3* (PS)

PlayStation

COST: £19.99
OUT: OCT

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK/MEMORY CARD**

METAL GEAR SOLID: SPECIAL MISSIONS

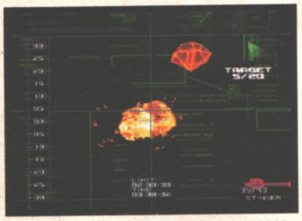
WORDS AND SCREENSHOTS: MAURA SUTTON

Solid Snake returns – Virtually

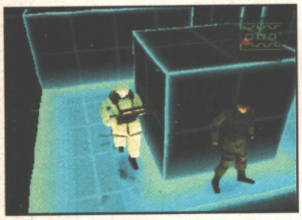
Everyone knows that *Metal Gear Solid* is one of the best ever PlayStation games, even if it was a little too short. All over the world, players just can't get enough of this amazing mix of stealth, big weapons and raw muscle power. Now, *Metal Gear Solid* maniacs can wallow once more in the company of Solid Snake. Don't get too excited though, as this isn't *Metal Gear Solid* part two. There's no gripping story line to follow on this occasion, just 300-plus Virtual Reality missions, based on the training section of the original game.

MISSION BRIEF

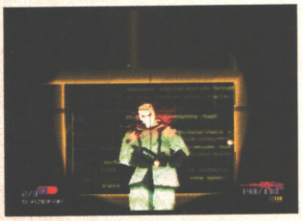
The VR missions are divided into three categories of regular modes and special modes. To complete the regular modes you have to plough through five practice missions before facing five time-trial missions.



Weapons mode: This Stinger portable SAM does loads of damage, but it's easy to blow yourself up if you're not careful



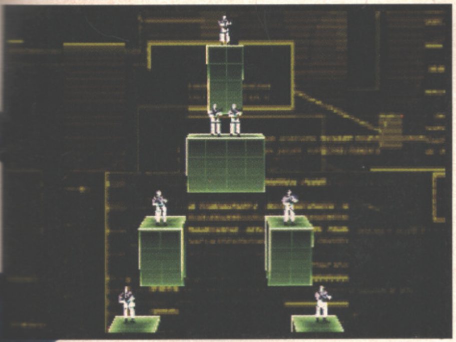
Sneaking mode: Here you have to kill all enemy soldiers while trying to avoid leaving tell-tale footprints in the snow



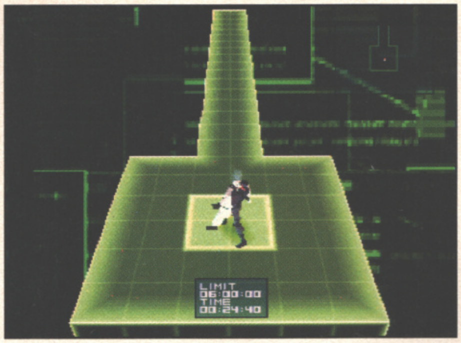
Advanced mode: Your pulse races when aiming the PSG1 sniper rifle, so you have to take pills to calm you down to shoot

SPECIAL MODES

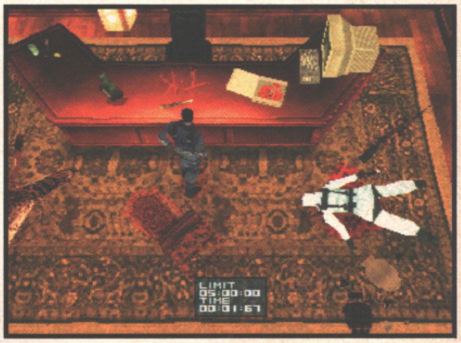
Once you've managed to complete some of the regular modes, special modes will open up for you to play. These make a change from plodding through all the training missions



The Puzzle mode presents you with some right head-scratchers. Here you have to kill all the enemies, with no obvious means of getting near them, and no weapons except your bare hands



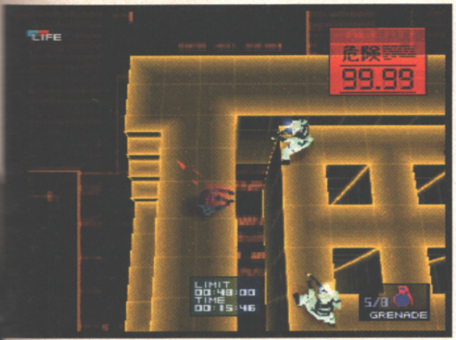
The Variety mode uses some of the other guerrilla tactics from the original game. You have to drag the enemy soldier along by his neck, and then strangle him. It's a cruel world



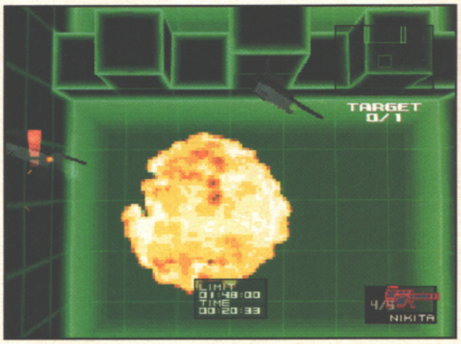
The Mystery mode has Snake solving ten weird murder cases. Some of them are funny, involving clues such as socks and ice lollies. This final mystery involves a body in a sealed room. Spooky

HARD AS NAILS

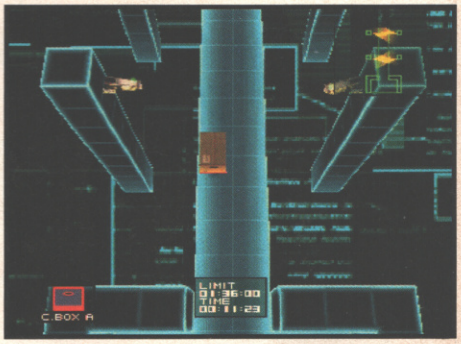
Some of the VR missions are almost too easy, while others are so hard you'll be going mental trying to get through them. Here are three that have left us tearing our hair out



This mission is a killer to complete, because you have to destroy four soldiers with a limited number of grenades while avoiding a hail of bullets. A real stinker



The Nikita remote missile is a nightmare to control at the best of times, but this mission is totally evil because your missile keeps getting destroyed by pesky gun cameras. Grrrrr



Yes, even the legendary *Metal Gear Solid* cardboard box makes an appearance. Here, you use the box for cover when you creep past the security cameras. The time limit makes it hard to complete.

Bloomin' huge enemies to destroy lurk around every corner. Prepare to die

WHAT WE THOUGHT

FALLS SHORT
Metal Gear Solid: Special Missions is a fun game that will take weeks to master. However, with a total absence of plot and no scenery or atmosphere to speak of, it's debatable that you'll want to keep playing it. When you keep seeing the exact same backgrounds and similar scenarios it all gets a bit dull. Basically, the missions are fun to dip into from time to time, but can get extremely repetitive.

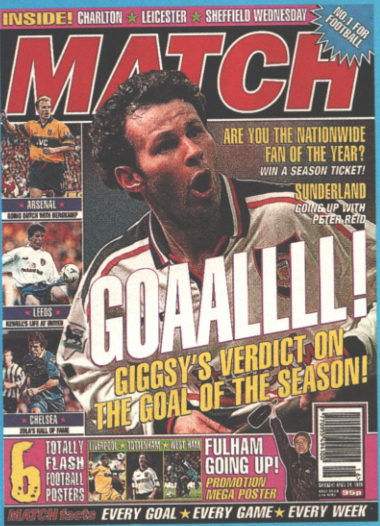
GOOD BITS
This game is certainly not rubbish. The Special Modes (which take ages to get to) are excellent. The murder mysteries would have made a great game on their own, showing loads of imagination and humour and they put Snake in some very strange situations (he even gets to wear a wig at one point).

FINAL VERDICT
Metal Gear Solid fans will probably want to buy *Special Missions* just because they're missing Snake so very badly. It's hard to see who else will want to buy it. As a standalone game it's unlikely to attract new players. The budget price makes it reasonable value, but try before you buy to avoid disappointment.

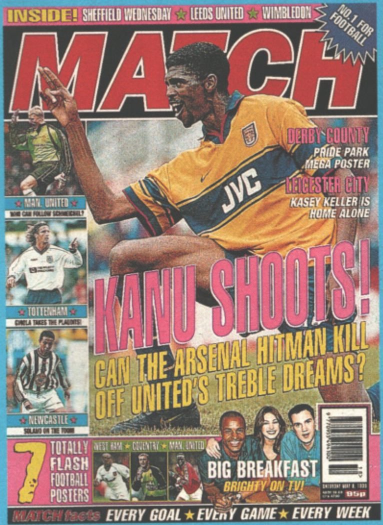
computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Metal Gear Solid (PS)

what do you get in the UK's biggest selling football magazine that you don't get anywhere else?


INSIDE! CHARLTON ★ LEICESTER ★ SHEFFIELD WEDNESDAY
NO.1 FOR FOOTBALL
MATCH
ARE YOU THE NATIONWIDE FAN OF THE YEAR? WIN A SEASON TICKET!
SUNDERLAND GOING UP WITH PETER REID
GOAALLLL!
GIGGSY'S VERDICT ON THE GOAL OF THE SEASON!
6 TOTALLY FLASH FOOTBALL POSTERS
FULHAM GOING UP! PROMOTION MEGA POSTER
95p
MATCH facts EVERY GOAL ★ EVERY GAME ★ EVERY WEEK

THE BEST RESULTS SERVICE


INSIDE! SHEFFIELD WEDNESDAY ★ LEEDS UNITED ★ WIMBLEDON
NO.1 FOR FOOTBALL
MATCH
DERBY COUNTY PRIDE PARK MEGA POSTER
LEICESTER CITY KASEY KELLER IS HOME ALONE
KANU SHOOTS!
CAN THE ARSENAL HITMAN KILL OFF UNITED'S TREBLE DREAMS?
7 TOTALLY FLASH FOOTBALL POSTERS
BIG BREAKFAST BRIGHTY ON TV!
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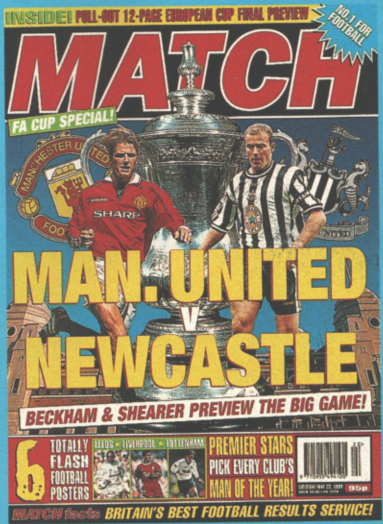
MATCH facts EVERY GOAL ★ EVERY GAME ★ EVERY WEEK

THE BEST POSTERS

AWESOME! EVERTON LEGENDS MEGA POSTER!
NO.1 FOR FOOTBALL
MATCH
RED ALERT
MICHAEL OWEN
"I WANT TO WIN EVERYTHING!"
THE RE-BIRTH OF LIVERPOOL
6 TOTALLY FLASH FOOTBALL POSTERS
WIN! A SIGNED MAN. UNITED MOUNTAIN BIKE!
MAN. UNITED
95p
MATCH facts BRITAIN'S BEST FOOTBALL RESULTS SERVICE!

THE BEST COMPETITIONS


INSIDE! PULL-OUT 12-PAGE EUROPEAN CUP FINAL PREVIEW
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MATCH
FA CUP SPECIAL!
MAN. UNITED v NEWCASTLE
BECKHAM & SHEARER PREVIEW THE BIG GAME!
6 TOTALLY FLASH FOOTBALL POSTERS
PREMIER STARS PICK EVERY CLUB'S MAN OF THE YEAR!
95p
MATCH facts BRITAIN'S BEST FOOTBALL RESULTS SERVICE!

THE BEST STARS

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DINO CRISIS...JET FORCE GEMINI...ROGUE SPEAR

TIME
1:42:23
TURBO
×10
LAP
1-3
5TH

1
PAR4 363y
REST 357y
DOWN 10y
14m
±0
±0
NORMAL
1W
270Y
98-100

CRASH TEAM RACING...MARIO GOLF

BETTER THAN GAME BOY?

The NeoGeo Pocket Colour is here. All the big games reviewed

THE GAMES YOU MUST GET THIS XMAS

How to guarantee you have the best Christmas ever

STOP! DON'T BUY A PC

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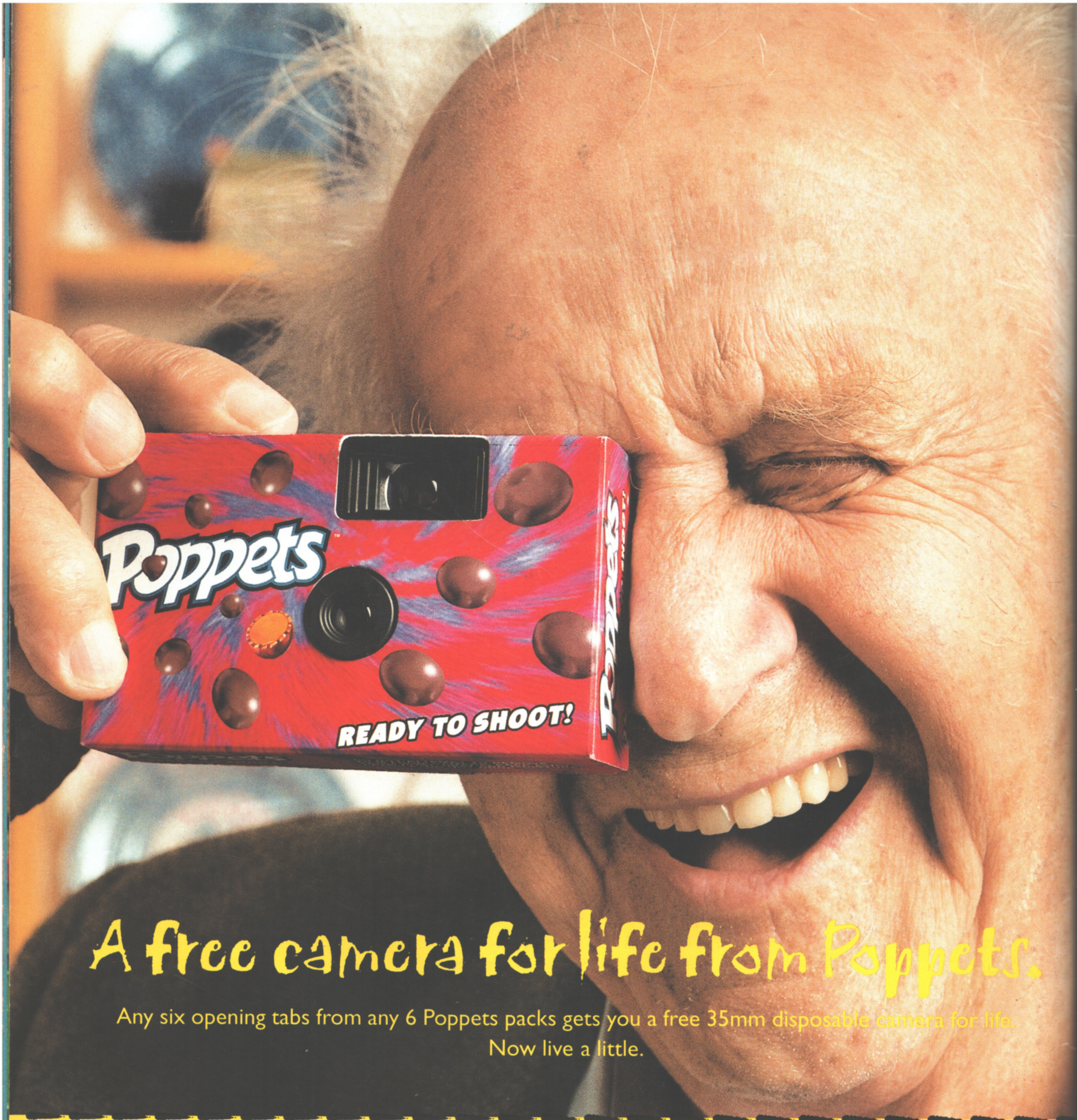
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